

64 SE
MEGAD

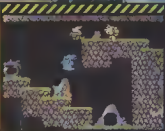
30

COMPUTER +video GAMES

EXCLUSIVE!
PARADROID
ROBO EXTRACRE!!!

FLOOD!

IT'S SO
FAB YOU'LL
WET YOUR
PANTS!!!

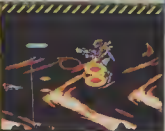


CHASE HQ II

DEALIN'
DEATH
ON THE
HIGHWAY



THUNDER
FORCE
III
BEST
SHOOT
'EM UP
EVER?



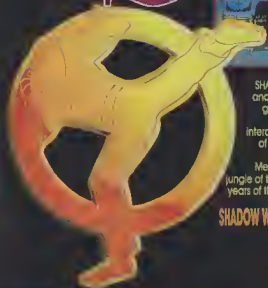
INSIDE!

TWO NEW SEGA
SENSATIONS!!
ULTIMA IV
AERIAL ASSAULT

REVIEWED!!!
MIDNIGHT RESISTANCE
KICK OFF II OVENUS
ADIDAS FOOTBALL



SIGNS

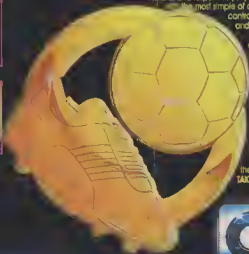


SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING

interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars...now they live on in the jungle of the American metropolises. A thousand years of the Ninjitsu secrets of your fingertips...

Take your techniques to the streets
SHADOW WARRIOR...the hero of the nineties.



Natural and responsive player movement and the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-bal control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!



IT'S TIME

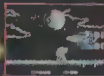
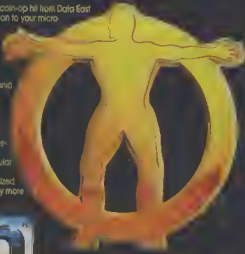


The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerrilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**

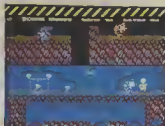


The 'POWER UP' coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Camion - the mad scientist, and his Camion Corps mere minions transmuted into treacherous fighting machines: giant armoured tanks, lethal circular saws, airborne fighters, mechanized snails and many more.



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**ALL AVAILABLE
FOR
SPECTRUM
AMSTRAD
COMMODORE
ATARI ST - AMIGA**



CONTENT

THE CORPS!

More mayhem and death-dealing destruction as the Corps travel onward towards...7

96

US TECHNO SHOW

Crikey! We let you in on all the info from the recent Consumer Electronic Show in Chicago.

16

NAME	POSITION	SHIRT
James	KEEPER	1
Swains	KEEPER	
Jackson	KEEPER	
Gray	KEEPER	
Lee	KEEPER	
Barry	KEEPER	
Harwood	KEEPER	
McDonald	KEEPER	
Holds	KEEPER	
Smith	KEEPER	
Ellis	KEEPER	
Lindsay	KEEPER	
Westons	KEEPER	
Little	KEEPER	
Phillips	KEEPER	
Watts	KEEPER	
Ann	KEEPER	
Enter	KEEPER	
Walker	KEEPER	
Bylor	KEEPER	



PREVIEWS

A whole bucketful of previews, including exclusive first pics of Ocean's sequel to Chase HQ, Special Criminal Investigations, US Gold's sleuthing game, Murder, Titus's racing blast Fire+Forget II, and Reinbird's UMS III!

108

ARCADE ACTION

Our Jez has a good thrash on Williams' mega pseudo-sequel to Roboiron, Smash TV, and burns up the road with Sega's Racing Hero.

92



EDITOR Julian Rignell ART EDITOR Andrew Walker DEPUTY EDITOR Paul Glancey STAFF WRITER Robert Swan AD MANAGER Nigel Taylor DEP AD MANAGER Mertha Moloughney PRODUCTION ASSISTANT Glensy Powell PUBLISHER AND NEW ENGLAND MANAGER Graham Taylor SUBSCRIPTION ENQUIRIES C+VG Subscriptions, PO BOX 500 Leicester, LE99 0AA TEL 0858 410510 EDITORIAL AND ADVERTISEMENT OFF CES Priory Court, 30-32 Farrington Lane, London EC1R 3AU TEL 071 251 6262 FAX 071 490 1095 PRINTED BY KINGFISHER WEB LTD, FENGATE, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E13 TYPESET BY: THE BIG PRINTER GANG DISTRIBUTED BY: BBC FRONTLINE (C) C+VG 1990 ISSN No. 0261-3697



EDITOR JULIAN RIGNELL He may look like a member of the genus Yucca brevifolia but our Jez is certainly no vegetable when it comes to playing super-fast shoot 'em ups like Thunderforce III No. 1



MEGA COMPS THE HOTLINES!

A whole bundle of consoles are only a phone call away in this month's new-look hotline compo!

WIN A WATERY WALKMAN

Answer three wat'n' wonderful questions and you could win a fabbo splashproof personal stereo with all the bits, courtesy of Electronic Arts!

16



68

MEAN MACHINES

98

This month, we have a look at Ultima IV and Aerial Attack on the Sega Master System, and what is possibly the best-ever console shoot-em-up - Thunderforce III on the Megadrive! It's the best!



YOUR 1ST MISSION IS TO SINK
THE "DINK," THE ENEMY ZINK

PLAYMASTERS

25

A vast variety of cheeky cheat codes, pointing POKEs and tantalising tips for your computer!

THE OTHER STUFF

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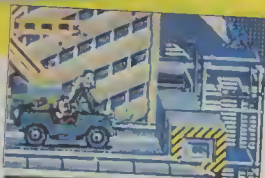
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ORLYA
WALKER

Was planning a beach holiday in Mexico until I realised that, being rooted to the mobile sofa, there was no way she could get downstate and still a cop to the strip. So now there's no chance of her getting a Yucca tree! You're not laughing!

GLANCEY

The Dear Ed is definitely no sap when it comes to arcade adventures. He's a keen supporter of green's buy-in and appreciates nothing better than an evening in front of the telly, watching "Lord Muck and Magic" with a pint of watered down Baby's.

ROBERT 'NOT' TU CA SWAN

CXVD is all new. Being Staff Writer from sunny Chatham has been so busy this month what with reviewing simpler litten games that he hasn't had time to get into the phizzies. These half 10 it be making up for lost time next month, though.

REVIEWS INDEX

AT

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THE MARKS

85+

A C+VG NITI An outstanding game that shouldn't be missed.

70-85

A very good game that misad out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

65-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that might even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.



REVIEWS

SPECTRUM
SUPERTRUX
RAMP RACER
CECCO'S COLLECTION

AMSTRAD

SUPERTRUX
QUESTION OF SPORT
KLAX
CECCO'S COLLECTION

AMIGA

PARADROID '90
FLOOD
EMLYN HUGHES INTERNATIONAL SOCCER
KICK OFF 2
BOMB JACK
THUNDERCATS
TURRICAN
UNREAL
VENUS - THE FLY TRAP
MIDNIGHT RESISTANCE

SEGA

AERIAL ATTACK
ULTIMA IV

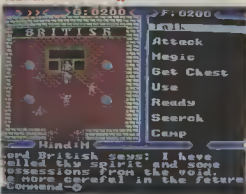
MEGADRIVE
THUNDERFORCE III

C64

SUPERTRUX
RAMP RACER
CECCO'S COLLECTION
BLOOD MONEY
ADIDAS CHAMPIONSHIP FOOTBALL

ST

EMLYN HUGHES INTERNATIONAL SOCCER
BOMB JACK
THUNDERCATS
F29 RETALIATOR
VENUS - THE FLY TRAP
VOLANOA



THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blazer.

ROBERT SWAN

A brand-new, out of the box reviewer who'll play anything, but like nothing better than a good flight sim.

C+VG HIT! REVIEWS

PARADROID '90 14

Machinoid massacre abound in Grafiteld's brilliant Amiga robo-blast

FLOOD 38

Psychoblobbiness in Electronic Arts's hilarious new Amiga game

KICK OFF 2 46

Goal that ball in Anco's brilliant Amiga sequel to the best footy game ever

VENUS - THE

FLY TRAP 62

Superb 16 bit bug-swatting fun with Gremlin

THUNDERFORCE

III 84

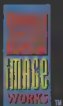
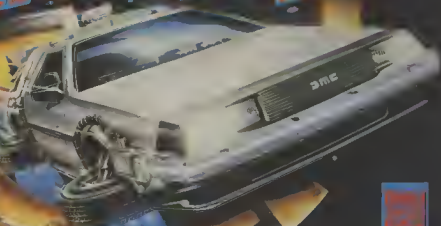
The ultimate in mind-blowing Megadrive shoot-em-up action from Sega

ULTIMA IV 88

Part four of the Lord British saga gets a HIT on the Sega Master System

COMING SOON...

BACK TO THE FUTURE II



© 1992 MINDGAMES LTD. © 1992 GIG & ANIM

IMAGE WORKS, Hawk House, 118 Southwick Street, London SE1 8NP Tel: 017-529 1464 SCREENSHOTS:

April 92

1 & 2 Courtesy of MGA

NEWS

PICTURES FROM



Ever wanted to flog 32 billion dollars' worth of kit off the back of a lorry? Forget it... What you need is an interesting location, five or six exhibition halls the size of Olympia, a sales force of

piranhas, a vast video wall plus a lot of free booze. John Cook returned from the recent Chicago CES with a pictorial record (plus a stitch in his left knee)...



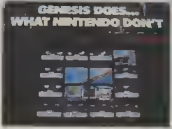
Nowadays, Chicago CES - as far as computer entertainment goes - means consoles. Compared to the space taken up by Nintendo, NEC and Sega the floppy disk merchants look very small potatoes indeed. As usual, Nintendo had the biggest stand, mainly because they expect to be selling around 4 billion dollars' worth of goodies at retail this year. The bad news? They expected a drop in hardware sales in 1990 for the first time - down to only seven million Nintendo consoles. The good news was that very soon after the show the number was revised upwards to nine million again - same as in 1989. That's a lot of consoles!



Sega were being a little bullish, launching the Master System in a new box (cheaper too). Don't expect it to make it to Europe in a hurry, though. The big push was on the Genesis, of which it is hoped, there will be about around one million in the hands of the US public by the end of this year. Nice video wall too.



NEC is the first to have a CD-ROM on board its console however - and doesn't it come from the Desert look interesting? Expect other news on the console CD-ROM front later in the year.



FROM AN EXHIBITION



One of the many new Nintendo games exhibited was Dr. Mario, another Tetris-style puzzle game which does have a certain addictiveness. As for Super Mario Brothers 3, guess how many of those bobbies they're expecting to shift. Around seven million (N is a spectrum game is doing well to shift 50,000). Compare and contrast, as they say.



There were a couple of 16-bit products that elicited a few gasps and wows, Sierra-on-Line's 256 colour, super VGA PC 3D poly-



Sega software was looking good, with real 3-D running on a console for the first time in public, all the way from Realtime Games in Britain. There were also rumours of 3-D on Nintendo and Gameboy, courtesy of Argonaut, although this wasn't an public show. Just shows we Brits can still teach the world a thing or two, eh? Award for "Gally that looks just like the Amiga version" goes to Bullfrog for Populous on Genesis.

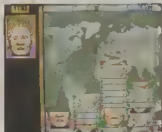


CD-TV. Sounds cute, doesn't it? That's the name of the Amiga with a CD-Rom drive, which now looks like a video recorder. Believe me, this is the start of something big.

Would you pay four times the price of your original piece of hardware for an add-on to your computer? Well, Software Toolworks certainly hope you will, with the Miracle keyboard. Weighing in at \$300, it's a piano keyboard that plugs into the Nintendo, complete with teaching software. The sounds are fab, the concept is interesting. And with Dudley Moore promoting it, how can the Miracle fail? I can see the ad campaign now... "It'll make you sound like Mozart, it's a Miracle."



gans game being one. Then Origin came up with a space game with on-the-wing sprite expansion and compression.



Tetris part three was released onto a suspecting world at the CES. Called Faces, it's another arcade/puzzle from the warped mind at Russian ace Pajitnov. Looks interesting.

MTC's video wall - can't hard as good as Sega's. It was not last, though, as they had some good stuff running on the stand. The hand-held was an official display - but it's expensive - expect it to be at least 200 when it makes it over to these shores, which won't be this year in any case.



Atari didn't have a Video wall - what the hell do those guys know about marketing anyway? There was a vast range of stuff on display - PC's, tiny PC's, ST's, consoles and the Lynx. The Lynx is still acknowledged to be a fine machine - but intuition says it's playing against an atmosphere of, 'if anyone can mess it up, Atari can.' Prove us wrong, Mr Tramiel!

NEWS

GOOD IMPRESSIONS

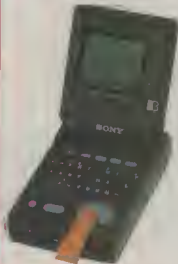
Impressions have leapt on the compilation bandwagon with the release of *Power Up*, containing the rather nice *Chariots of Wrath*, Palace's *Comic Pirates*, and Kenny Dalglish Soccer Manager, all for £24.99 for the ST and Amiga.

MISTAKE

Erk! In last month's Neo Geo feature, we forgot to mention that the machine and the games were very kindly loaned to us by those lovely console people at Spectresoft, Covent Garden (call them on 071 240 1765). Thank you Spectresoft. Sorry Spectresoft.

SONY CD GIVES YOU THE EBJEEBIES

Forget Filofaxs and Pison Organisers - this is what the Yuppie of tomorrow will keep in his hand-tooled Moroccan leather briefcase. The new Sony EB has a flip-up high resolution dot matrix screen and a flip-up alphanumeric key-



pad, with five assignable function keys. But what makes it such an innovative and exciting gadget is the fact that it is the world's first pocket computer with a built-in CD-ROM drive! The disks which are encased in a plastic sleeve are about the size of CD single, but can store a stack of information. Sony are releasing the machine in Japan with 18 disks which range from the standard address book-type software to film review compendiums. Not only that, the machine also has the facility to double as an audio CD player, so the Yuppie of tomorrow will also be able to listen to his favourite Frank Zappa singles whenever he goes. UK prices are uncertain, and a UK release date is even more uncertain, but don't be surprised if you see it in the front of Dixons' window by this time next year.

THE OBITUARY COLUMN

This month we mourn the sad loss of two software manufacturers and one hardware manufacturer.

Geordie softco, Tynesoft, departed this life in mid June, after years of happy programming. Amongst their titles were the *Winter and Summer Olympiads*, *Superman*, *Circus Games*, *Rodeo Games* and *Beverly Hills Cop*. Their next release was to be the much publicised Horror soft title, *Elvira - Mistress of the Dark*, a game which promised to set the adventure world alight, but it's future is now uncertain.

Glamslam shuffled off this mortal coil at about the same time as Tynesoft, after a long and, on the whole, worthwhile innings. They were the people behind such classics as the *PacLand* and *PacMania* conversions, *Thunderbirds*, the original *Hunt For Red October* as well as the home micro versions of the little known command *Scramble Spirits* and the Megadrive game *Space Harrier II*.

Finally, we have (or had) Miles Gordon Technology, they who would have liked to have brought you the SAM Coupe. Unfortunately the idea of a souped-up Spectrum never really caught the imagination of a public justing after Amigas, STs and consoles, and the machine was plagued with delays and problems with the ROM (which recently had to be re-issued). What is particularly tragic about the SAM's demise is that software houses were just about to start producing games exclusively for it, *Engma Variations*, *Defenders of the Earth* being the first.

EEEEEEEEK!

The Aliens, those acid-blooded, bio-mechanical monsters and the Predator, the alien hunter who kills American GIs for sport, are about to collide on a computer screen near you. Activision, having previously released separate games about both movies, have agreed with Twentieth Century Fox to combine the two to produce "Aliens vs Predator II". Should be one absolute hum-dinger of a battle when these creepy creatures start knocking heads!

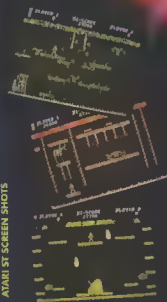
Also, coming soon to a cinema near you are *Alien III* - *Alien World* and *Predator II* (the latter, however, not featuring Big Arnie this time, but Danny Glover of *Lethal Weapon* fame). "Will Activision be grabbing both licenses straight off?" is the question we're asking ourselves. Watch this space and be the first to know.



YOLANDA

by Steve Bak

THE ULTIMATE CHALLENGE



ATARI ST SCREEN SHOTS

Attention game freaks! So you think you rate as a good games player? Well think again! You're nowhere until you try **Yolanda**. The fastest and most difficult platform game ever.

You take the part of **Yolanda**, offspring of the mighty Hercules himself, cursed by the death goddess Hira to be shunned by all mankind. Your only hope of lifting the curse is to re-enact the twelve tasks of Hercules - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed trainer level, then it's straight down to some of the fastest platform action you are ever likely to experience.

- Over fifty levels of unrelenting fast action.
- Unique trainer level for beginners.
- Random level selection - you'll have to stay on your toes.
- Joy-stick twitching gameplay that'll keep you coming back for more.
- Game design by the legendary Steve Bak.
- Available from the end of July 1990 for the Atari ST and the Commodore Amiga. Price £19.99

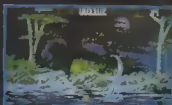
Light years ahead



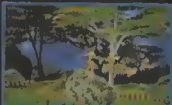
UNREAL

"Best arcade game on Amiga" GEN 4

ENTER THE MAGICAL WORLD OF UNREAL
AND OVERCOME THE ALL POWERFUL
MASTER OF DARKNESS!



FIVE different types of INTERACTIVE MUSIC along with incredible sound effects, such as the rushing waters of a river, the crackling of fire...



"A completely INTERACTIVE environment: feel free to run and jump up and down hills, but be careful not to slip on the snow and ice or be blown off a cliff by the wind!"



Stunning TWO and THREE DIMENSIONAL graphics. A VARIETY of monsters, dragons and bizarre enemies with their own strategies and different weapons.

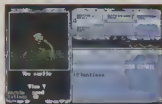


UBI SOFT

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93100 MONTREUIL SOUS BOIS
Tél (1) 48 57 65 62

SOMEWHERE OVER THE RAINBOW

Rainbow Arts have been keeping busy over the last few months, and have now come out with two releases for the Amiga. Khaleen features four power-hungry caliphs in old Baghdad, and their quest to become Grand Caliph and rule over all, and Legend of Faerghall, set in an ancient land, where the elves have sold their souls to the devil, and are rampaging through the land of Faerghall, killing and maiming. Your task is to free the land from the grip of



evil, and free the elves' souls from eternal damnation. They're both out and about at this very moment priced at £24.99.

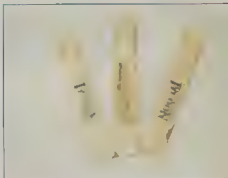
DRIFTING ALONG



All you PC owners who want to go crazy behind the wheel of a buggy with a souped-up lawnmower engine can at last do so, because Power Drift has finally arrived, courtesy of Activision. Screaming around at hair-raising speeds, your aim is to thrash the opposition around 25 roller-coaster courses including jumps, mounds and blind turns? You think you're good enough? You got £29.99? Then get round to your local software emporium, and splash that cash.

GUESS THE FREEBIE

Here we have a picture of some promotional freebies sent to us by the very lovely marketing bods at Microprose to promote their fab train game, Railroad Tycoon. The question is, what are they? Well of course we know because we've been playing with them all month, and jolly good fun they are too, but we thought it might be an idea if we got you to guess. The first 20 people to correctly guess what the "objects" are will get one. Put your guess on a postcard along with your name and address and send it to: I KNOW WHAT THOSE LONG WOODEN THINGS ARE COMP, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.



CHUCK UP AGAIN

Those magnificent men (and women) at Electronic Arts have announced the arrival of Chuck Yeager's Advanced Flight Trainer for the ST and Amiga. Chuck's been around quite a while on the PC and 8-bit machines, but the new 16-bit versions feature more realism, more aircraft (including the Space Shuttle and the FV-117A Stealth Fighter - corb), and even give you the option of formation flying with the Blue Angels or Thunderbird stunt teams! Phew! All of this should be winging (grant) its way onto a machine near you some time very soon for just £24.99, and even comes with a training audio tape of the man himself. What more could you want?



MICROPROSE PLANE PLANS

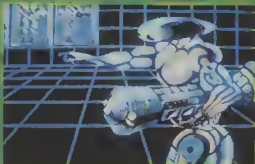
While we wait with bated breath for Microprose's next flight sim, Knights of the Sky (fly WW1 bi-planes over the Somme) and Andy Hollis' new spec-blast, Lightspeed, both of which are soon to be winging their way over from the States, news reaches us of Microprose's console plans.

The US megacorp is signing deals

with Konami for Nintendo and Sega translations of Phalanx (buccaneering thrills and excitement on the high seas) and Silent Service (WW2 submarine battle-sim). Also, Microprose's US programmers are currently putting together Sega Genesis/Megadrive versions of some of their recent flight-sims, namely F-15 Strike Eagle II and, possibly, F-19. Hopefully all titles should be out and about on this side of The Pond by this time next year. We'll keep you posted.



▲ Select the droid library and you can access information on any inferior droid to the one currently in your possession, displaying their purpose, armament, sensors, drive type and any other information. This one is you, the Influence Device.



▲ ...And this one is a 742 bipedal battle robot. His triple laser packs quite a punch. Still, if you could get control of one...

Deck: Disembarking zone

Robots on deck: 4

Raiders on deck: 0

Robots on ship: 69

Alert status: Green

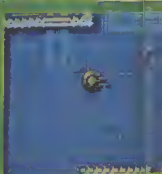
▲ The computer console also provides deck plans, showing lifts, power points and computers. There are four robots to go before this deck is shut down.

USF Vigilant

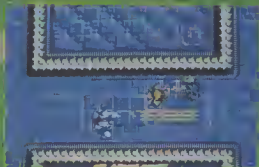


▲ As well as deck plans, a schematic of the whole ship is available. The decks are coloured according to whether or not droids are still active on them.

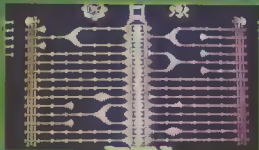
A fleet of five freighters carrying battle robots to the besieged planet of Basmyth has run into an asteroid field. The asteroids themselves posed no threat, but from the far side of the field, alien ships were bombarding the freighters with disorienting beams which drove the crew's android servants haywire, and also activated the battle robots in the hold, sending them on a destructive rampage. The human officers were eliminated almost immediately, leaving the ship open for occupation by alien forces.



To prevent this, all the robots on each ship must be destroyed before any raiders can come aboard. A cybernetic influence device (ID) under your control has been teleported aboard the first freighter. The ID has the ability to connect itself into a robot's brain unit and take control of it. The plan is to use the weapons and mobile capabilities of each robot to eliminate as many other robots as possible, moving up the ranks from slow and unarmed servant droids to heavily armoured sentinels.



▲ Activate your transfer spark and run into the nearest robot to start the transfer process. There's an option to switch the transfer game off if you want a faster, but lower-scoring game.



▲ The transfer game. Fire your allocated charges down the wires to light more cells in the central column with your colour than your opponent, before time runs out. Auto-pursers, spiliars, joiners, terminators and colour switchers complicate the operation.



▲ The ID has taken the controls of a shuttle in the shuttle bay. Now he can try passing robots by activating the ship's thrusters!

**COMING
HIT!**

UPDATE

An ST version (compatible with STE) is to be released at the same time as the Amiga version at the start of September. The only really noticeable differences will be the lack of title tune and colour fades which will be a little less smooth. Gameplay is exactly the same, as is the price.

AMIGA £24.99

Andrew Breybrook never quite matched the ingenuity or playability of his original C64 *Peredroid*, released in 1985, so it was with great excitement that I booted up this revamped Amiga version. Is there any way he could have used 16 bit power to improve the gameplay? Well of course the graphics are vastly superior to the original thanks to artist Michael Field. Each robot sprite is intricately detailed and instantly recognisable, and the way their various arms, legs, heads and gun turret move is superb. Sound has been similarly beefed up, and as well as the stereo robot-burbling and weird background effects, there's a great metallic guitar track on the title screen. Apart from one or two upgrading tweaks and apparently more intelligent enemy robots the action is pretty much the same as the C64 version, and that is by no means bad. Amiga owners have been voicing their concern over the loss of multi-directional movement, but the game certainly doesn't miss that at all, and the vertical deck scrolling is fine. Overall, then, a brilliant transition, destined to be just as much a classic as the C64 version was.

PAUL GLANCEY

GRAPHICS	94%
SOUND	89%
VALUE	90%
PLAYABILITY	93%

OVERALL 93%



HOTLINES

WIN A MEGADRIVE!

0898 334 150

Yes we're giving away another one at these beasts and just by making a simple phone call, you could it's proud owner. Make everyone else in your street green with envy - even the old lady at number 26! What should you do? Pick that receiver up and start dialing NOW!

WIN A LYNX!

0898 555 537

What's long, hard and fits in your hand? Na, not that! The Atari Lynx, that's what. Great graphics, great sound, and more fun than Jeremy Beadle. You wanna win one? Well, it just grab that there phone and get ringing, plenty quick!

WIN A GAME BOY!

0898 555 539

How can we be so generous? Giving away a Game Boy, already! Totally envi-

ronmentally friendly, and doesn't burn holes in the ozone layer, one of these could be yours if you get listening to this here line faster than blinkin' quick, matey!

WIN A PC ENGINE!

0898 555 538

This stunning little box of tricks is what you need if you want to get stuck into some serious arcade action, so what do you do to gain ultra street-cred? Fork out two hundred sovs? Noh, you get on the blower, pronto, and you could be the next person to get in on the action!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE YOUR PARENT'S PERMISSION BEFORE YOU START DIALING. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST LESS THAN THREE MINUTES



FLIMBO'S *Quest*

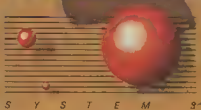


Take on innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.

Sprinkle a host of cameo roles featuring a derring-do professor, gentle matrons and you would be mixing the ideal ingredients of a cartoon style adventure game — par excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT
OH SO SERIOUSLY CUTE...!**

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Hiya, fellow YOBs! They've let me out again, just so's I can bring you snother stock of letters pulled out of my mailbag thia month. If you want to tell the world about your budgie's games-playing prowess, why they don't make yosticks like they used to, or who the hell Robert Swan is, drop us a line at YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MR RUDE

Yo, YOB!

How about sanding some of those goodies that you're always going on about in that feb magazine of yours down here, before I get really violent, fly up there, and kick your ****ing head off? Cheers, Michael Lattiano, Chloorkop, South Africa
YOB: Oh yeah? Look at me - I'm shaking.

MIXED PIX FIX

Dear YOB,

As a Commodore 64 owner, I'm used to looking at game packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should specify the format, or show screenshots from each version (which is what Krysals did

with Manchester Utd). I was very angry with US Gold (though they are certainly not the only guilty party) after recently buying a copy of 'Italy 1990'. On the packaging, some outstanding screenshots were shown, so I took them to be Amiga specimens, but still expected to see a 3D soccer game on the C64, even if it wasn't as good. When I loaded the game, I was astonished to see an overhead view of the pitch, and no sign of a referee or crowd. It looked like a completely different game! C.J. Williams, Thundersley, Essex

YOB: Good point. As you say, companies are bound to put flattering pictures of their games on the packaging to try to entice you to buy them, but putting Amiga screenshots on C64 packaging is especially smelly. Come on, software

houses, let's have some koehar pice, or at least something to say which version of the game they're taken from!

By the way, I spoke to US Gold about your problem and they say that, seeing as it's you, they'll sort something out if you drop them a line. See? software people aren't all bad.

CURIOUSER...

Dear YOB,

I've got loads questions for you to answer, so I'd better get on with it:

- 1) I am considering buying Shinobi and Shadow Warriors for the C64. Are they worth getting?
 - 2) Are there any American Wrestling games for the C64?
 - 3) What are the best budget and soccer games for the Commodore?
 - 4) I enjoy reading those feb fighting fantasy books written by Steve Jackson and Ian Livingstone. I know that there were a few released on computer, but have any been released on the C64 lately?
 - 5) Are there any plans to convert any horror movies (such as Nightmare on Elm Street or Return of the Living Dead), or any disgustingly gruesome and gory games to the C64?
- And finally, why have you got such a stupid name? Now send me a C+VG T-shirt, or I'll send my big brother round to breathe on

you! Chris Griffiths, Southall, Middx
YOB: In answer to your questions:

1. Possibly.
 2. Yes. Not many good ones though, US Gold may still have some stocks of Epyx's Championship Wrestling, which was the best of the few.
 3. Emlyn Hughes or Microprose Soccer are the top 64 footy games. There are 100 many good budget games to list.
 4. No.
 5. No.
- And finally) Because my parents didn't want to handicap me with a name like Chris Griffiths.

... AND CURIOUSER

Dear YOB,

Here are some questions, and if you don't answer them,

I'll nick one of your cool T-shirts anyway!

1) Have you got any cheats for Operation Thunderbolt, Ninja Warriors, Shadow of the Beast or Blood Money for the Amiga?

2) Why didn't you print my other brilliant letter?

3) What would you rate Midwinter for the Amiga?

4) Will you have any free gifts in future issues?

Scott Walkins, Napton, Nr. Rugby

YOB: More questions! Blimey, I should be charging a consultancy fee. Hokay, here we go:

1) Why ask me? Jezza is the tipster. Oh, ha says you're a dopey bum-bag because cheats for all those Amiga games have been printed over the last few months.

2) Because it was crap.

3) Flippin' marvellous!

4) Ho, yes me old beauty. The docs have promised something completely splendidous for you punters around Christmastime.

FESTERIN' QUESTION

Dear YOB,

There has been a question festerin' at the back of my mind for some time. I am considering buying either a Neo Geo or a Megadrive, but am wondering what will happen review-wise when the machines are officially released. What I mean is, you can't review all the Megadrive games, but new official Megadrive owners will want games like "Alienist Beast" and "Super Thunderblade" reviewed, these being new to them, but more than a year old to us.

Finally, you say that UK Megadrive games will not work with Japanese ones, but tell me this: why do UK 8 bit games work perfectly on the Japanese Megadrive via the 8 bit converter?

Hugo Bourcier, London SW3
YOB: Because, Hugo, the old mate, the source of the incompatibility lies in the shape of the Megadrive's cartridge locking gate which, surprisingly enough, doesn't affect Master System cartridges

plugged into a complatly different slot. Wa won't be re-ravilawing games, but maybe we'll do some kind of round-up for new owners when the official software finally hits the shelves.

PSYCHO FOXED

Dear YOB!

I am the proud owner of a Sega Master System, and have recently brought Psycho Fox. Within only five days of purchase, I have completed the game. On the ending screen it shows Psycho Fox clapping his hands and stomping his feet on the ground. Than the word OOSUCOL comes from the top of the screen. What does it mean?

Adrien Fenwick, Marcham, Nr. Abingdon, Oxon

YOB: It is actually the Japanese for "Blimey, you're a smartass aren't you?" Remember gang, if you've got any interesting queries which are botherin' the hell out of you, just ask your old mate the YOB.

DESPERATE FEMALE

Dearest YOB,

I have been a fan of yours for as long as I care to remember, and have to say that I think you are the most wonderful, intelligent, good looking hunk I've ever seen. Please, make my wildest dreams come true and reply to me on your lovely letters page. Thanks for taking the time to read my humble little letter, my love
Andrea Wallon, Romford, Essex

YOB: Seal Seal Now here's a woman with taste! And my tongue can't wait to find out what that taste is (hur hur). (maraly a fanciful jast on YOB's part, of course! - ED)

THE LOST NINJA

Dear YOB,

You are the coolest dude ever to hit the face of the

BOGGED DOWN

Dear YOB

What's all this about Kirby and Oallias simulators? if you want a real game, read on. If not, get lost! It is called "Super Advanced Bionic Nylon Skiddy Y Fronts Simulator", and here's the design Level 1. You play Lazy Y Fronts and have to get to the toilet before it happens. Enemies on this level include the Great White Man Eating Toilet Roll, Killer Vindalos and flying toilet seats. Level 2. In this level, you are sat on the toilet and must fend off the Mad Air Freshener until you are finished. Level 3. Here you are sucked down the lav, and must struggle through the remains of peoples' doings, killing giant

It is as simple as along Bonus Level. Here you must shoot as many killer toilets as possible in a set time limit. Level 5. This is the final level, where you must confront the evil Baddiyou. If you don't kill him, he blows up your toilet and you will never be able to go again. Brill eh? What do you mean, no? Oh go away then. Simon Y-Fronts Barlow Warrington Cheshire
YOB: Oh God! Please! No more toilet games! Unless one of you can think of some new angle on this game design business I'm going to close this line of correspondence and get you to start writing in about the amount of fresh air you get in crap bags, or why bar code readers never work, or the state of British Rail, or software piracy. Hat Ties's got you worried.

earth, and the only person who can help me. I started buying C+VG nearly two years ago, and the first issue I bought only had part two of the Last Ninja II map. This meant that I had missed part one, and am stuck on level 3 so please print it. Leslie Stevens (Worshipper of the Almighty YOB), Upton
YOB: Well, of course you're right about the coolest dude bit, but as tips person and marvellous editor, (at right YOB, put your tongue away - ED) Julian Rignall says he has for too much new stuff in his files to be able to reprint old maps. Why don't you try to order a copy of the relevant map from the back issues ad?

POWER STRUGGLE

Dear YOB,

I wanna know if the Alan Lynx can run on a slightly smaller voltage. Because of its very short battery life I thought, why not use rechargeable batteries instead, but rechargeables only have 1.2 volts instead of 1.5, so would the Lynx be able to run on 7.2V instead of 9V? If so, would it affect the game in any way (such as the screen not being so bright)?

Kealon "More for the C64" Summer, Waltham Abbey, Essex

YOB: Keeping the pixels on the screen alight is what uses up all the power, so I would say that the Lynx, like camera flash guns, etc, wouldn't go too watt on 1.2V rechargeables. You do get a mains adaptor in the package, though, so don't be too put off.

ST OR NOT ST

Dear YOB,

I'm considering purchasing an Alan ST. Before I do, could you tell me which is better, the STFM or the STE? This would be greatly appreciated.
Garron Circuit, Malby, S. Yorks

YOB: Blimey, what an appropriate name you've got, Darren. Yeah, anyway, here's the split. The STE is the newest version of the ST which has a few minor hardware modifications, namely stereo PCM sound, a 4096 colour palette, a BLITTER chip like the Amiga's and complete incompatibility with the vast majority of games released pre-1990. Obviously most software houses are now programming with STE compatibility in mind and reprogramming their older games, but unless you re-



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Mail Bag



ally want those extra te-
cilities, you'd be best off
getting an STFM. And can
you believe they didn't
make the joytick ports any
more accessible?

AND EVEN CURIUSER!

Dear YOB,
I just want you to answer 3
questions.

- 1) Do Game Boy games work on the Nintendo?
- 2) Is the Nintendo 8-bit, 16-bit or neither of these?
- 3) What are the five best games for the Nintendo?

Matthew Keeling, Sandbach, Cheshire
YDB: Here goes,
1) Of course not! Have you ever seen the size of a Game Boy cartridge? How would you slot that into a Nintendo?

- 2) It's 8-bit.
- 3) My top five are Super Mario Brothers, Super Mario Brothers 3, Life Force, RC Pro Am and Cobre Triangle.

CARTRIDGE CONFUSION

Dear YDB,
I'm getting the official Sega Megadrive when it comes to Brian, but am a bit worried that most of the 'grey-im-

THERE'S NO- ONE MEANER THAN NINA

Dear YOB
Anyway here's my game design, called 'Nina Myskow Simulator'

Level 1: On a talent show you see a brilliant young aspiring superstar, and as Nina, you must find and make up as many teals with him/her in four minutes.

Level 2: Nina must make it to her car, but is hindered by all the acts from the show throwing tomatoes at her. However, she is armed to the teeth with loads of insults.

Level 3: Now in her car, Nina must get to her hide out, but is being chased by the police, who throw banana skins under her wheels to make her skid off the road.

Level 4: In the hide-out, Nina must get to her study where she writes for her newspaper column. While 12 hijackers attempt to hinder her she must search for the study, armed only with insults. When she reaches the study, she comes face to face with Russ Abbot. You can pick up more insults and a handkerchief for extra weapons.

Mark Leftly, Boscombe East, Bournemouth

YOB: Well, sounds like a terrific game to me. Nina Myskow - a true hero for the '90s and no mistake.

THE ROBERT SWAN QUESTION

Dear YOB,
Ok then, who the hell is Robert Swan?

Tim Cunniffe, Hemel Hempstead

YDB: I put your question to Robert (or 'Rob' as we like to call him) and he says that he is in fact C+VG's new staff writer who comes from In. He likes listening to Iron Maiden and enjoys eating Chinese spare ribs



with barbecue sauce (number 43). His ambitions are to work with the elderly and to sail around the world in a boat he's building entirely from used matchsticks. His lucky number is 6,294,344,006 and his lucky colour is vermillion. If anyone wants to know anything else about Rob, he says he's more than happy to answer any questions as long as they're not about the four hundred gold ingots stuffed under his bed.

THE YOB



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PLAYMASTERS

Hiya! Here's another bulging bontanza bag of cheats and tips including a map of Super Shinobi's labyrinth level. If you've got a world-beating map, tip of POKE and want to gal your name in print, and possibly win yourself a stack of software, why delay? Send it in to PLAYMASTERS, C+VG, 39-32 FARRINGDON LANE, LONDON, EC1R 3AU.



of cake to put the ball in the old onion bag (as they say)

STORMLORD

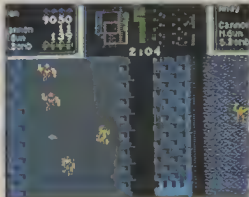
A nifty cheat here from D Powell of Aberlery. Type **DRA-GONBRIDGE** on the credit screen, then start the game and press the space bar to pause it. You can now jump straight to the next level with a single press of the L key.

BLOOD MONEY

All the way from sunny Belgium comes David Baiman's tip which provides an infinite supply of lives and cash. All you have to do is pause the game, hit the **HELP** key and then when things are getting tough, stock up on ships and money by pressing 1 and 2.

ST MIDWINTER

If you're a bit worried about missile attacks while you're out for a quick ski, press S to switch to sniping mode and go to maximum zoom. If Richard Powell of Rotherham is right (and who are we to doubt his word) you should now be invulnerable.



CRACKDOWN

Load the game and start it up, then type in **SMURF**. You can now give your sail and your mate infinite lives by pressing F2 and F3. Dead easy, but it took Jaskiranjit Vidoe of Southall to find it out.

E-MOTION

I couldn't get this one to work on our preproduction copy but you might as well give it a go. Type in **FRANK ZAPPA** on the title screen and you should find that a prod of F1 will move you up a level during the game, and pressing F2 puts you forward ten levels. For retrogressive types.



AMIGA KID GLOVES

Hot off the lex machine from Paul of The Computer Shop in Leeds (what a pathetic way of publicising the store - that sort of thing doesn't work with us) comes an infinite lives cheat for Millennium magic mittens game. What you have to do is buy one lot each of flames and magic in the first shop, then leave and go to the screen with the shadows and the snakey-dragon-thing. Keep killing yourself off until the lives display reads 1 then press backspace several times. The lives display should start flicking from 1 to 9. Carry on backspacing (what a great film that was) until a static 9 shows. You will now be back at the beginning, but with infinite lives.

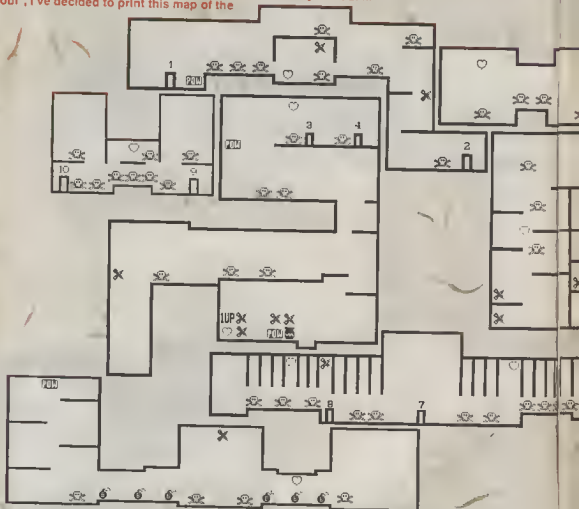
MANCHES-TER UTD

Here's a simple cheat from Simon Williams of Wolverhampton. If the match isn't going your way, simply press the left mouse button and the game thinks the press on the mouse button was another player wanting to join the game. The opposing team will freeze making it a piece

SUPER S

After receiving trillions of phone calls asking "ow d'yer get through the maze In Super Shinobi", I've decided to print this map of the

eighth level which was sent in by Terry O'Leary of Dublin.



POW POWER UP

ENEMY

BOMB

NINJUTSU MAGIC

SHURIKENS

LIFE-UP HEART

1UP EXTRA LIFE

SHINOBI





press F3 puts you back one level and F4 puts you back ten levels. Another Jaskranjit Videe tip: these

DYNASTY WARS

Jaskranjit Videe comes to the rescue again with a level skipping cheat for this game. While the title screen is up just type in CHEAT MODE and when the game is running you just have to hit F2 to advance a stage.

GHOULS 'N GHOSTS

Make Sir Arthur invincible by typing in DELBOY on the credits screen (not the high score table). The words CHEAT MODE ACTIVATED should appear and you can start the game with a totally hard (day's) knight. Don't fall down any holes though, or you'll have to reload the game. Yet another

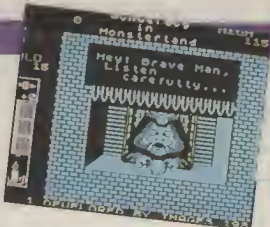
Jaskranjit Videe cheat is: there's no end to his talents?

IVANHOE

Apparently there is no end to Jaskranjit Videe's talents because he also sent in the cheat mode for this game. Press the pause key then type in JC IS THE BEST and you should find that a press of the N key sends you on a level. DELETE kills all the monsters on the screen, gives you more lives and hitting the CONTROL key kills the monster in the bonus stage.

C64 UNTOUCHABLES

Dalydd Gibby of Dyled says that if you type in the word TECHNIQUE once the game has loaded, then start the game, you can fully restore your energy by pressing F5



and restore the ship to nine minutes with a slab of F7.

SUPER WONDERBOY IN MONSTERLAND

Go to the coastal town of Barabard, then when you reach the spring that shoots you up onto a cloud, jump onto the houses and walk all the way along to the last house, but don't walk off the edge. Walk back left and you should fall down. Watch in awe as the words 'SOMETHING WONDERFUL HAS HAPPENED' appear in the status box. You are now invulnerable to every thing except spikes. The timer still ticks down, but you now have ten energy hearts so finishing the game shouldn't be too much of a problem. Thanks to Richard Wyllie and David Eagle of Pontycymel for that gem of info.

AMSTRAD BARBARIAN II

On the first screen of level one, go straight into the cave and instead of jumping the hole, just keep pushing right and you will get an extra life. Leave the way you came in then return and do it again for yet another life, and you can keep doing this until you've got more lives than a cow has stomachs (if not more,

every). This tip brought to you by the Gareth Royal Amstrad Tips Company, Epping Green.

BLOODWYCH

If you're having problems with monsters in this game, why not try The Marlyn and Berry Method (patent pending) from Marlyn Richardson end, presumably, his mate Barry. As the name suggests, this is strictly a tip for two players, in which one player goes around getting monsters to follow him. He then lures them into a room where the other player's party is waiting, then while the monsters are beating up one party, the other attacks from behind. When the monsters turn around, the other party takes over the attack. Simple, but effective.

SPECTRUM COUNT DUCKULA

Here's a bizarre tip from someone who might well be called J Deakin, and who might well live in picturesque Paignon. What J says is if you press down all the keys on the keyboard while the opening screen is up the title changes to 'The Revenge of the Banana Milk'. Start the game as usual and the Count should now be a bottle of banana milk. The advantages of being a bottle of banana milk become clear when you pick



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D. Cumberland of Ashington says that you can equip your ship with rapid fire by collecting six capsules so that the weapons display shows a 7. Keep shooting things until the fourth digit from the right on your score is a zero, then collect one more capsule and hold down button A to activate rapid fire.

SUPER MARIO BROS.

Adam Bott has sent in a tip to get you to the mysterious water level -1. Make sure you're powered up with a mushroom then get to the end of level 1-2 and stand on top of the horizontal section of the exit pipe. Jump and break the second and third blocks from the right, leaving the far right alone. Stand on the very edge of the pipe and jump backwards into the single block so that Mario's back hits the single brick. When you get it right, walk through the bricks to the warp zone and quickly go down the nearest tube to enter world -1!

SEGA SHINOBI

up one key, because you can now walk through all the doors in the game!

MYTH

Is Nidhogg, the dragon on the Norse level getting you down? Giffes Duiys of Belgium knows a way to beat him easily, and seeing as how he's such a nice fella and everything, he's decided to let you in on the secret. As soon as you see Nidhogg, go back left and kill a few more monsters, then return. Nidhogg should now have a hole in his throat. Chuck a dagger at the hole and he's dead. Simple, no?

NINTENDO GRADIUS

Here's Adam Bott of Solihull to show you where all the extra lives and stuff are in the

NES version of Nemesis. Take it away, Botty.

LEVEL ONE

Before the two volcanoes, reverse into the diamond shaped rock just below the far right point for an extra life. Fly through the gap in the mountain for a 5,000 point bonus.

LEVEL TWO

After beating your way through the solid wall, you should find a small cave. Reverse into it for the 1-UP.

LEVEL THREE

The extra life in this level is just in front of the 37th statue's mouth. To get past the bosses at the end of this level, just rip down to the bottom right of the screen and keep the joystick held down or down and right. If you prefer to go for the points, keep the ship moving in a curve, and of course, press the fire button like crazy.

ACTION FIGHTER

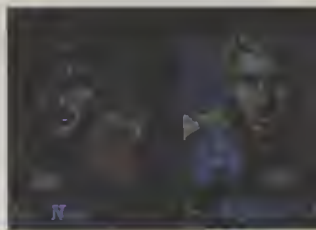
You probably know about the SPECIAL cheat in this game, but George Manelakis knows a code that goes one better. Enter your name as DOKI_PEN and as well as all the benefits of the SPECIAL cheat (starting with a car, the letters A, B, C and D, and immortality while you're in the helicopter) you get three additional lives!

MEGA-DRIVE TATSUJIN

This is one tough mutha of a shoot 'em up, but Neil Dennis of Knaresborough has a tip to help you make the most of your smart bombs when confronting the bosses. Whenever you use a smartie, press the START key to pause the game while the skull is on screen. Leave it for a moment before unpause and your one bomb should have had a sustained effect, and destroyed the boss!

FINAL BLOW

Jeff Lewis of Birmingham says he doesn't want any thing for this cheat as long as



I print it. How can I refuse? Enter the music test by pressing **START** to get to the player select screen, then take the joystick out of port one and put it into port two. Now press **START** again and boomshank! All those tunes are there for the tinkering.

GHOULS 'N' GHOSTS

London's own Alex Bentley knows something about hidden treasure chests in this game that he thinks you should know.

LEVEL ONE

At the start of this level walk to the far left of the screen and jump into the air to make the first hidden chest appear. The second chest appears when you get to the last ladder of the level, climb to the top and walk left.

LEVEL THREE

As soon as you jump onto the first tongue, jump again and shoot to make the chest appear.

LEVEL FOUR

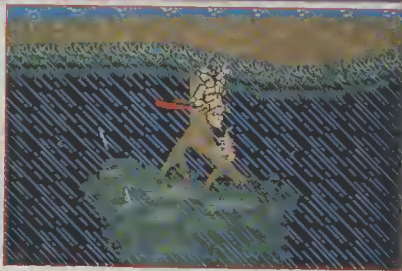
When you get to the second ice slide, jump to the far right of the screen and to the chest!

PC ENGINE WONDER-BOY IN MONSTER-LAND

On screen seven of this dinky arcade conversion, go to the sixth door along and kill the monster inside. As a reward you will receive the Great Sword. But if you're not satisfied with that, kill yourself and do it again. This time when you kill the monster you should get Excalibur, the mightiest blade in the land. Thus spake Tom Liddall of Reading.

ORDYNE

To get into the test mode hold down the **RUN** button



and press **SELECT** five times. Then hold the joystick **UP** and **LEFT**, press buttons **1** and **2** and then press **RUN**. Reset five or six times and your changes (round select, autofire on/off, number of lives) should have registered.

Also, when the title screen appears, hold down button **1** for ten seconds and a message should appear by the Ordine logo. Now start the game and see what's happened.

Thanks to Donn Nauert for those two cheats.

STREET FIGHTER

Donn also says that you can get all sorts of extra features by entering the following in the high score table, waiting for the continue timer to run out, then pressing **LEFT**, **1**, **2** and **SELECT**.

● **LK** - Push the joystick in the direction of your oppo-

nent and select to shoot a fireball. Press away from your opponent and select for a hurricane kick. Press diagonally down and left or right (depending on which side your opponent is standing) for an uppercut.

- **AS** - After selecting your country you can select the start level.
- **HU** - Gives you seven extra credits.
- **SD** - Provides all of the above.



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FEB 88

FREE Judge Death pull-out poster! Game of the Month: Ocean's Rastan Saga. Other HIT! reviews include Star Wars, Combat School, Teir, King of Chicago, Slacks of Nintendo reviews: Gamahee, Tennis, Wrecking Crew and Balloon Fight! The Great All-Comers Joystick Review!



MAR 88

Super Arcade Action: Thunderblades, Final Lap, Shinobi, Twin Cobra, Ninja Warriors, Blastoids Vigilante and Thundercats. Platform Map and Mega Tips, Mean Machines: Commando on the Nintendo, World Grand Prix, Endure Racer, Hang On! and Afterburner special (all Sega)!

APR 88

Loads of tips plus Rastan Saga and Black Lamp maps. Arcade Action: Mr. Hell, Heavy Barrel, Twin Cobra. Mean Machines: Nintendo Swinger and SDI, Alien Syndrome, Zillion 2 and Zaxxon 3D on the Sega.

MAY 88

FREE BADGE featuring R-Type. Road Blasters or (courtesy Nintendo) Super Mario Bros. Mapped: Rastan level four onward, Frightmare. Arcade Action: Galaga '88, Vulcan Venture, Kageki! Sega reviews: Teddy Boy, Fantasy Zone. World Soccer, Kung Fu Kid, Double Dragon. PC Engine preview!



BACK

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Simply check out the issues, fill in the box below, ticking which issue(s) you want and send a check or postal order made payable to C+VG for the correct amount of cash.

NOV 88

FREE! Spectrum and C64 R-Type Game Cassette! Last Ninja II map part one. Mean Machines: Mario Bros. (Nintendo), Thunderblades (Sega), Punch Out! tips, Arcade Action: Chase HQ, Superman, Ninja Spik and the Jezebel Kazon.

DEC 88

Special football game feature. Massive tips section, with loads of incredible Sega and Nintendo tips. Starfighter II solution, Armystyle maps and Last Ninja II maps and tips for levels 4, 5, 6 and 7. Arcade Action special, with London Arcades report and arcade tips, plus Rabbio and Power Drift. Mean Machines: Captain Silver, Lord of the Sword, Gervellus, Nintendo Soccer, Rambo III (all Sega), Double Dragon (Nintendo and Sega) Unbelievable Legend of Zelda maps and tips



JUNE 88

FREE Barbarian II poster. Fantastic Karnov maps and tips. Arcade Action: Continental Circus, Dead Angle, Super Ranger. Mean Machines: Alex Kidd, Space Harrier 3D, Super Wonderboy (all Sega)

JULY 88

Dungeon Master maps and tips. Arcade Action: Chopper I, F1 Dream, Dragon Ninja. Mean Machines: Pro Am, Rad Racer, Metroid (Nintendo).

AUG 88

MAP! PEDI: Rethenworld, Obliterator, Thundercats. Pick of the Theme Parks feature. Arcade Action reviews: Forgotten Worlds and Cyber Tanks. Mean Machines: Chan and Chan (PC Engine), Rescue Mission and Aleste-Power Strike on Sega.

SEPT 88

Starfighter II reviewed! Space Harrier and Double Dragon mapped! i-MAX megascreeen cinema feature. Arcade Action: Rastan Roadsters. New Zealand Story. Mean Machines: Legend of Zelda, Punch Out and Pro Wrestling (all Nintendo).

OCT 88

Enormous Band's Tale I, II and III hints and tips. Loads of mini tips. Arcade Action: Legend of Zelda, Dynamite Dux, Cabal. Mean Machines: Action Adventure, Shinobi, Penguin Land (all Sega). PC Engine update

JAN 89

Arcade Action: Last Armada, 3D Defenders, Ghouls n Ghosts, Mr. Do, Kurt the Nerd. Mean Machines: Mega Metroid maps n' tips, Castlevania, Top Gun (both Nintendo) Shanghai, Graep Baseball (both Sega). Amazing report from Japan.

FEB 89

FREE complete game cassette for the Spectrum and C64! Amazing R-Type maps and tips for the complete game. Arcades: Double Dragon II, Hot Chase, Fighting Hawk, Wheels Runner, Shadow Warriors, Wonderboy III. Mean Machines: Great Goli. Great Football. Racer review and mega tips + special console news feature.

ISSUES

MEGA BONUS OFFER

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Arcade Action: Hard Drive!, Ikari Warriors III, Metal Hawk, Wintling Run, Table, Marc, Apache 3, Operation Thunderbolt, Mega Machines: Big Koala feature, Rampage, Realien Sage, Bomber Raid, Y.S., Phantom Star, R-Type (all Sega) Plus loads of tips.

APR 89

Mega Machines special: Sega CyberG Hunter, Nintendo Mach Rider, Rastabop and Gradius: PC Engine CO-ROM report. Bonus game: Arcade Action: Missing in Action: Image Fight, Asuka 'n' Asuka, Strider, Fatal Blow



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FREE 807 poster: Vigilante player's guide: Arcade Action: Master, Fighting Fantasy, Rembo III, Counter Force, Down Town, Mad Gear, Mega Machines, Hilarious First Megadrive machine review: Altered Beast, Time Soldiers, Vigilante California Games (Sega), Wolf Rider (PC Engine)

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Free Black Tiger poster! Fabulous Specs Ace screen-by-screen player's guide: Myth maps for levels 1 and 2: Super's Cosette Crazy CES show report: Arcade Action, Aliens, Gallands, Aalynex, Klax, Mega Machines: Golden Axe, Super Hang-On, Talsuin (both Megadrive), Double Dragon, Robo Warrior (both Nintendo), Shinobi, PC Kid (both PC Engine), Screams Splitie (Sega).

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REVIEW

► AMIGA



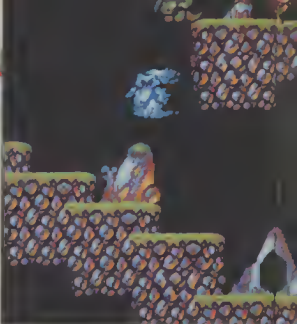
Quilty is in deep trouble and it's going to get deeper. His underground residence has been overrun by Bulbous-Headed Vongs, a race of mutants who have a pathological hatred of Quilty's kind and like nothing better than dismembering them and turning their skins into fashion accessories. To make matters worse ("WORSE!" -astonished reader!) The Mysterious Taps of Wrath have joined up with the Vongs and are pouring gallons of water into the caves to drown Quilty, who is now the last Blobbie of his kind.

Escape is Quilty's plan, but before he can teleport to the next of the 42 caverns he has to trudge about, climb the walls and swim through murky pools to collect up all the bits of rubbish that are lying about. Meanwhile the Vongs and their peons who

are making things difficult by marching about the place as conquerors do.

Luckily the Blobbies, being the far-sighted creatures they were, slashed weapons throughout the cave system in preparation for just such a situation. Though the Vongs are tough mothers who can nuke a Blobbie at a louch, they're no match for Quilty's hand grenades, time bombs, boomerangs, shurikens or flame thrower.

As well as weapons, there are other objects lying about for Quilty to collect. Most of them are dunks which have varied effects on either Quilty or the Vongs, but there are also switches which open up secret passages and rooms, balloons to carry Quilty about and parachutes to save him from a potentially disastrous tumble.



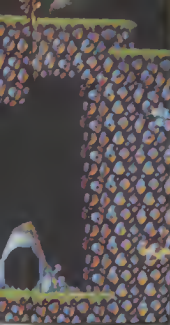
▲ Watch out for auntie's ghost!

▼ Don't get too close!

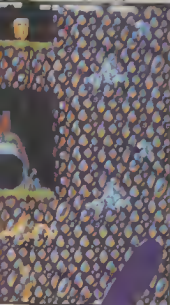


BY ELECTRONIC
ARTS

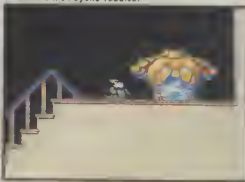
Flood



ST 951 too close to exploding grenades!



▲ Beware the Psycho Teddies!

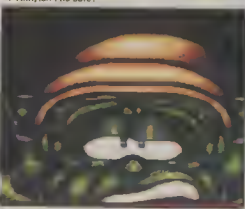


▲ At last! The teleport out of the bizarre level three.

UPDATE

Hang out the flag you ST owners, because Flood is out now for your jolly machines. Single-sided drive owners miss out on the loading music and intro sequence, but that aside the game is the same as the Amiga version, and is also out at this moment.

▼ Ahh, isn't he cute?



REVIEW

AMIGA
£24.99

The programmers at Bullfrog are never ones to disappoint, but this release is quite a departure from their former hits *Populous* and *Dragon's Breath*. *Flood* might be a much more straightforward game than these two, but it's no less challenging or playable. In fact it goes as far as saying it's the most enjoyable game I've played this month! It's apparent cuteness hides a truly vicious game, with thunderous explosions going off all around, vast tongues of flame vapourising the Vongs, and even the sounds of distant laser fire in the background. The sampled sounds, like the clanga of bouncing grenades and the tick of time bombs contribute a lot to the game's appeal and its sense of humour. Just when you're getting cocky with your flame thrower, you can press the fire button only to be greeted by a clucking sound as Outfly draws out a completely innocuous rubber chicken! There are also some spectacular traps, such as the vast number of nuclear missiles which launch from a side wall if you inadvertently collect a certain icon! This game is loaded with surprises, packed with action and larded up with tails. If you're not a complete bum-bag you'll go out and buy it, pronto.

PAUL GLANCEY

GRAPHICS	91%
SOUND	98%
VALUE	93%
PLAYABILITY	95%
OVERALL	95%

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earbusting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., First BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9-pin mouse port and joystick port.

With adoptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

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ADDRESS

..... POSTCODE

Please send to Atari Corp (UK) Ltd, Atom House,
Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

EMLYN HUGHES INTERNATIONAL SOCCER

BY AUDIOGENIC

Eeeh, I know it, I know it! Yes, indeed, that man Emlyn is back again (is there no escaping him?), this time with the long-awaited 16-bit versions of Emlyn Hughes International Soccer.

Your aim is to take your team to the pinnacle of football greatness by playing friendly matches, or taking part in international tournaments, cup or league matches. After choosing your team (country, kit type and colour, strengths and weaknesses) and selecting options such as length of match and skill levels, the match begins.

The matches are played in horizontally scrolling 3D, with the selected player indicated by an arrow over his head. The usual rules apply, with relevant info appearing on a screen behind the pitch. Well, what are you waiting for lads? Get out there and show 'em what you're made of!

UPDATE

Emlyn Hughes has been kicking around on 8-bits for some time now, but the C64 version is still the best game of its type on that machine.

▼ 'C'mon the oranges!' or something...



▲ 'To me! To me, Harry!'

AMIGA £24.95

The Amiga game is virtually the same as the ST, so the same criticisms apply. However, kit design is more limited than on the ST, strangely enough! Again, Kick Off 2 is better and cheaper.

OVERALL 65%

◀ The 'keeper trips over a blade of grass, but tortuously saves a certain goal!

ST £24.95

The World Cup might be over, but the deluge of footy games continues. Emlyn Hughes International Soccer, unfortunately, is not so much international - more like third division quality. The misleading instructions make getting started difficult and when you overcome the hurdle of actually putting yourself in control of a side, you discover that the game itself isn't much cop. The graphics are colourful (you can design your own strip if you want to), but the poorly-animated players ambulate about the pitch at a snail's pace. The programmers have put inertia on the players so joystick control seems slow and unresponsive. The management section is okay, but it doesn't add a hell of a lot to what is already a fairly weak game. Manchester Utd provided the same features with much more style, but if you just want to play straight soccer Kick Off 2 is the definitive game (and it's five quid cheaper).

ROBERT SWAN

GRAPHICS 68%
SOUND 49%
VALUE 59%
PLAYABILITY 66%

OVERALL 65%

THE NEW 'PLAY ANY LEVEL' VERSION FROM
1981 ONLY

*Flash of
Fury*

RICK DANGEROUS



Look out for the Flash of Fury and part time Stamp Collector

He'll be back in a Flash!

To obtain your update, please return your original disk, together with a cheque or P.O. for £4.95 to MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD.

REVIEW ▶ AMIGA

Game Manager

Player	Position	Number	Team	Age	Height	Weight	Goalkeeping	Defence	Attack	Passing	Set Pieces	Discipline	Form	Value	Transfer
Goalkeeper	Goalkeeper	1	Team A	25	185	75	95	10	5	5	5	5	5	10000	10000
Defender	Defender	2	Team A	22	175	70	5	85	10	5	5	5	5	5000	5000
Defender	Defender	3	Team A	23	178	72	5	80	10	5	5	5	5	5000	5000
Defender	Defender	4	Team A	24	180	73	5	82	10	5	5	5	5	5000	5000
Defender	Defender	5	Team A	26	182	74	5	84	10	5	5	5	5	5000	5000
Midfielder	Midfielder	6	Team A	21	170	68	5	75	10	5	5	5	5	4000	4000
Midfielder	Midfielder	7	Team A	22	172	70	5	78	10	5	5	5	5	4000	4000
Midfielder	Midfielder	8	Team A	23	174	71	5	80	10	5	5	5	5	4000	4000
Midfielder	Midfielder	9	Team A	24	176	72	5	82	10	5	5	5	5	4000	4000
Midfielder	Midfielder	10	Team A	25	178	73	5	84	10	5	5	5	5	4000	4000
Forward	Forward	11	Team A	20	168	65	5	70	10	5	5	5	5	3000	3000
Forward	Forward	12	Team A	21	170	67	5	72	10	5	5	5	5	3000	3000
Forward	Forward	13	Team A	22	172	69	5	74	10	5	5	5	5	3000	3000
Forward	Forward	14	Team A	23	174	71	5	76	10	5	5	5	5	3000	3000
Forward	Forward	15	Team A	24	176	73	5	78	10	5	5	5	5	3000	3000
Forward	Forward	16	Team A	25	178	75	5	80	10	5	5	5	5	3000	3000
Forward	Forward	17	Team A	26	180	77	5	82	10	5	5	5	5	3000	3000
Forward	Forward	18	Team A	27	182	79	5	84	10	5	5	5	5	3000	3000
Forward	Forward	19	Team A	28	184	81	5	86	10	5	5	5	5	3000	3000
Forward	Forward	20	Team A	29	186	83	5	88	10	5	5	5	5	3000	3000
Forward	Forward	21	Team A	30	188	85	5	90	10	5	5	5	5	3000	3000
Forward	Forward	22	Team A	31	190	87	5	92	10	5	5	5	5	3000	3000
Forward	Forward	23	Team A	32	192	89	5	94	10	5	5	5	5	3000	3000
Forward	Forward	24	Team A	33	194	91	5	96	10	5	5	5	5	3000	3000
Forward	Forward	25	Team A	34	196	93	5	98	10	5	5	5	5	3000	3000
Forward	Forward	26	Team A	35	198	95	5	100	10	5	5	5	5	3000	3000
Forward	Forward	27	Team A	36	200	97	5	102	10	5	5	5	5	3000	3000
Forward	Forward	28	Team A	37	202	99	5	104	10	5	5	5	5	3000	3000
Forward	Forward	29	Team A	38	204	101	5	106	10	5	5	5	5	3000	3000
Forward	Forward	30	Team A	39	206	103	5	108	10	5	5	5	5	3000	3000
Forward	Forward	31	Team A	40	208	105	5	110	10	5	5	5	5	3000	3000
Forward	Forward	32	Team A	41	210	107	5	112	10	5	5	5	5	3000	3000
Forward	Forward	33	Team A	42	212	109	5	114	10	5	5	5	5	3000	3000
Forward	Forward	34	Team A	43	214	111	5	116	10	5	5	5	5	3000	3000
Forward	Forward	35	Team A	44	216	113	5	118	10	5	5	5	5	3000	3000
Forward	Forward	36	Team A	45	218	115	5	120	10	5	5	5	5	3000	3000
Forward	Forward	37	Team A	46	220	117	5	122	10	5	5	5	5	3000	3000
Forward	Forward	38	Team A	47	222	119	5	124	10	5	5	5	5	3000	3000
Forward	Forward	39	Team A	48	224	121	5	126	10	5	5	5	5	3000	3000
Forward	Forward	40	Team A	49	226	123	5	128	10	5	5	5	5	3000	3000
Forward	Forward	41	Team A	50	228	125	5	130	10	5	5	5	5	3000	3000
Forward	Forward	42	Team A	51	230	127	5	132	10	5	5	5	5	3000	3000
Forward	Forward	43	Team A	52	232	129	5	134	10	5	5	5	5	3000	3000
Forward	Forward	44	Team A	53	234	131	5	136	10	5	5	5	5	3000	3000
Forward	Forward	45	Team A	54	236	133	5	138	10	5	5	5	5	3000	3000
Forward	Forward	46	Team A	55	238	135	5	140	10	5	5	5	5	3000	3000
Forward	Forward	47	Team A	56	240	137	5	142	10	5	5	5	5	3000	3000
Forward	Forward	48	Team A	57	242	139	5	144	10	5	5	5	5	3000	3000
Forward	Forward	49	Team A	58	244	141	5	146	10	5	5	5	5	3000	3000
Forward	Forward	50	Team A	59	246	143	5	148	10	5	5	5	5	3000	3000
Forward	Forward	51	Team A	60	248	145	5	150	10	5	5	5	5	3000	3000
Forward	Forward	52	Team A	61	250	147	5	152	10	5	5	5	5	3000	3000
Forward	Forward	53	Team A	62	252	149	5	154	10	5	5	5	5	3000	3000
Forward	Forward	54	Team A	63	254	151	5	156	10	5	5	5	5	3000	3000
Forward	Forward	55	Team A	64	256	153	5	158	10	5	5	5	5	3000	3000
Forward	Forward	56	Team A	65	258	155	5	160	10	5	5	5	5	3000	3000
Forward	Forward	57	Team A	66	260	157	5	162	10	5	5	5	5	3000	3000
Forward	Forward	58	Team A	67	262	159	5	164	10	5	5	5	5	3000	3000
Forward	Forward	59	Team A	68	264	161	5	166	10	5	5	5	5	3000	3000
Forward	Forward	60	Team A	69	266	163	5	168	10	5	5	5	5	3000	3000
Forward	Forward	61	Team A	70	268	165	5	170	10	5	5	5	5	3000	3000
Forward	Forward	62	Team A	71	270	167	5	172	10	5	5	5	5	3000	3000
Forward	Forward	63	Team A	72	272	169	5	174	10	5	5	5	5	3000	3000
Forward	Forward	64	Team A	73	274	171	5	176	10	5	5	5	5	3000	3000
Forward	Forward	65	Team A	74	276	173	5	178	10	5	5	5	5	3000	3000
Forward	Forward	66	Team A	75	278	175	5	180	10	5	5	5	5	3000	3000
Forward	Forward	67	Team A	76	280	177	5	182	10	5	5	5	5	3000	3000
Forward	Forward	68	Team A	77	282	179	5	184	10	5	5	5	5	3000	3000
Forward	Forward	69	Team A	78	284	181	5	186	10	5	5	5	5	3000	3000
Forward	Forward	70	Team A	79	286	183	5	188	10	5	5	5	5	3000	3000
Forward	Forward	71	Team A	80	288	185	5	190	10	5	5	5	5	3000	3000
Forward	Forward	72	Team A	81	290	187	5	192	10	5	5	5	5	3000	3000
Forward	Forward	73	Team A	82	292	189	5	194	10	5	5	5	5	3000	3000
Forward	Forward	74	Team A	83	294	191	5	196	10	5	5	5	5	3000	3000
Forward	Forward	75	Team A	84	296	193	5	198	10	5	5	5	5	3000	3000
Forward	Forward	76	Team A	85	298	195	5	200	10	5	5	5	5	3000	3000
Forward	Forward	77	Team A	86	300	197	5	202	10	5	5	5	5	3000	3000
Forward	Forward	78	Team A	87	302	199	5	204	10	5	5	5	5	3000	3000
Forward	Forward	79	Team A	88	304	201	5	206	10	5	5	5	5	3000	3000
Forward	Forward	80	Team A	89	306	203	5	208	10	5	5	5	5	3000	3000
Forward	Forward	81	Team A	90	308	205	5	210	10	5	5	5	5	3000	3000
Forward	Forward	82	Team A	91	310	207	5	212	10	5	5	5	5	3000	3000
Forward	Forward	83	Team A	92	312	209	5	214	10	5	5	5	5	3000	3000
Forward	Forward	84	Team A	93	314	211	5	216	10	5	5	5	5	3000	3000
Forward	Forward	85	Team A	94	316	213	5	218	10	5	5	5	5	3000	3000
Forward	Forward	86	Team A	95	318	215	5	220	10	5	5	5	5	3000	3000
Forward	Forward	87	Team A	96	320	217	5	222	10	5	5	5	5	3000	3000
Forward	Forward	88	Team A	97	322	219	5	224	10	5	5	5	5	3000	3000
Forward	Forward	89	Team A	98	324	221	5	226	10	5	5	5	5	3000	3000
Forward	Forward	90	Team A	99	326	223	5	228	10	5	5	5	5	3000	3000
Forward	Forward	91	Team A	100	328	225	5	230	10	5	5	5	5	3000	3000
Forward	Forward	92	Team A	101	330	227	5	232	10	5	5	5	5	3000	3000
Forward	Forward	93	Team A	102	332	229	5	234	10	5	5	5	5	3000	3000
Forward	Forward	94	Team A	103	334	231	5	236	10	5	5	5	5	3000	3000
Forward	Forward	95	Team A	104	336	233	5	238	10	5	5	5	5	3000	3000
Forward	Forward	96	Team A	105	338	235	5	240	10	5	5	5	5	3000	3000
Forward	Forward	97	Team A	106	340	237	5	242	10	5	5	5	5	3000	3000
Forward	Forward	98	Team A	107	342	239	5	244	10	5	5	5	5	3000	3000
Forward	Forward	99	Team A	108	344	241	5	246	10	5	5	5	5	3000	3000
Forward	Forward	100	Team A	109	346	243	5	248	10	5	5	5	5	3000	3000
Forward	Forward	101	Team A	110	348	245	5	250	10	5	5	5	5	3000	3000
Forward	Forward	102	Team A	111	350	247	5	252	10	5	5	5	5	3000	3000
Forward	Forward	103	Team A	112	352	249	5	254	10	5	5	5	5	3000	3000
Forward	Forward	104	Team A	113	354	251	5	256	10	5	5	5	5	3000	3000



KICK OFF 2



▲ Yellow card for foul play. ▼ Free kick

UPDATE

Kick Off 2 will be putting them in the back of the net on the ST, PC, C64, Spectrum and Amstrad real soon now.

**C+VG
HIT!**

▼ Free kick! Notice the defensive wall in front of the goal

**AMIGA
£19.99**

Well, what can I say, Brian? The boy Dino's gone out there with fire in his heart, and he's played an absolute blinder. After Kick Off, Extra Time and Player Manager, I didn't think the lad could pull it off, but he's knuckled down and come out with a cracker. There're just so many options that even your wildest looting fantasies can become a reality. You can be battling up a plastic pitch in an attempt to bend a hot past Arsenal's keeper on a plastic pitch if you really want to. They say it's not over till it's over, but after this, I reckon the rest of the league might as well take an early bath. The competition must be feeling as sick as a parrot, Brian, but this has left me absolutely over the moon. Championship-winning material all round.

ROBERT SWAN

GRAPHICS	92%
SOUND	89%
VALUE	93%
PLAYABILITY	96%
OVERALL	95%

adidas

CHAMPIONSHIP

Tie Break



Pin 'em to the baseline,

attack the net and volley the winner!

You might have taken this match but that was on grass can you play as well on clay or on the new courts? ... with **TIE-BREAK** you'll soon find out! And the play selection doesn't end there - play singles or doubles, select to play in all the major tournaments such as Wimbledon, Davis Cup, French Open and many more. You can then make a racket selection - and that could win you the match!

Featuring all the shots in the book, breathtaking animation and amazing realistic speech and sound effects in 1.1 style presentation make **TIE-BREAK** the out and out winner on any micro.

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**COMMODORE,
ATARI ST,
AND AMIGA.**



ocean



THE GALLUP ALL FORMATS TOP 20

THE C+V G CHARTS

49

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Italy 1990	US Gold	●	●	●	●	●
2	1	Fantasy Dizzy	Code Mstrs	●	●	●	●	●
3	-	Pro Boxing	Code Mstrs	●	●	●	-	-
4	2	Paperboy	Encore	●	●	●	●	●
5	15	Yogi's Great Escape	Hi Tec	●	●	●	-	-
6	18	Road Blasters	Kixx	●	●	●	●	●
7	-	Manchester Utd	Krysalis	●	●	●	●	●
8	3	Indy/Temple of Doom	Kixx	●	●	●	-	-
9	-	World Cup Soccer	Virgin	●	●	●	●	●
10	4	Rock Star	Code Mstrs	●	●	●	●	●
11	7	Wonderboy	Hit Squad	●	●	●	-	-
12	9	T I Dizzy	Code Mstrs	●	●	●	●	●
13	10	Dragon's Lair	Encore	●	●	●	-	-
14	5	Buggy Boy	Encore	●	●	●	●	●
15	-	Quatro Sports	Code Mstrs	●	●	●	-	-
16	-	Football Champions	Cult	●	●	●	-	-
17	-	DT's Super Test	Hit Squad	●	●	●	-	-
18	-	Thriller Pack	Prism	●	●	●	-	-
19	-	Chase HQ	Ocean	●	●	●	●	●
20	17	Rainbow Islands	Ocean	●	●	●	●	●



Incredible! Fantasy World Dizzy is no longer at number one! It took a strong epidemic of soccermania and US Gold's Italy 1990 to do it, though. Strange that in spite of the football mania, Code Masters Pro Boxing has come from no-

where to take the number three position. Budget software seems to be even more in evidence than usual, and even Ocean can only manage to get Chase HQ and Rainbow Islands into 19th and 20th positions.

AMIGA TOP 20

1	-	Italy 1990	US Gold	77%
2	1	Retaliator	Ocean	96%
3	-	Midwinter	Rainbird	96%
4	2	Italia 1990	Code Mstrs	28%
5	-	Grim Blood	Mastertron	55%
6	4	Manchester Utd	Krysalis	93%
7	-	Battle of Britain	US Gold	83%
8	9	Advanced Ski Sim	Code Mstrs	66%
9	-	Football Manager 2	Addictive	59%
10	-	World Cup Soccer	Virgin	82%
11	3	Player Manager	Anco	85%
12	-	Castle Master	Domark	86%
13	-	Captain Blood	Smash 16	75%
14	-	Treble Champions	Challenge	70%
15	-	Klax	Domark	96%
16	5	Treasure Isl Dizzy	Code Mstrs	80%
17	-	Pub Trivia	Code Mstrs	70%
18	11	Rock Star	Code Mstrs	80%
19	-	Ivanhoe	Ocean	79%
20	7	688 Attack Sub	EA	83%

There's no messing about for US Gold's new soccer game. The Italy 1990 package goes straight to the top of the chart. It's good to see the superb Klax conversion in the chart, but what's it doing at number 15? It should be in the top five at least!

PG'S TIP FOR THE TOP

KICK OFF 2: There's no doubt about it. You could bet your life savings on the fact that this is going to be next month's number one.



As in nearly all the other charts US Gold's World Cup Soccer game rides straight to the top of the C64 top 20. Apart from that there's not much worth remarking upon in this chart.

PG'S TIP FOR THE TOP

INTERNATIONAL 3D TENNIS: After the World Cup comes Wimbledon, so expect Palace's brilliant tennis game to hit the top once the football thing has died down a bit.



C64 TOP 20

1	-	Italy 1990	US Gold	70%
2	5	Fantasy Dizzy	Code Mstrs	81%
3	-	Pro Boxing	Code Mstrs	77%
4	1	Paperboy	Encore	68%
5	-	Yogi Great Escape	Hi Tec	84%
6	12	Road Blasters	Kixx	59%
7	8	Dragon's Lair	Encore	53%
8	11	Thriller Pack	Prism	78%
9	-	Quatro Sports	Code Mstrs	74%
10	-	World Cup Soccer	Virgin	76%
11	3	Indy/Temple Doom	Kixx	50%
12	9	IK+	Hit Squad	91%
13	6	Wonderboy	Hit Squad	62%
14	4	Buggy Boy	Encore	93%
15	-	DT's Super Test	Hit Squad	77%
16	-	Chase HO	Kixx	35%
17	-	Jack the Nipper 2	Ocean	75%
18	13	Rock Star	Code Mstrs	90%
19	-	Rainbow Islands	Ocean	90%
20	-	Robocop	Ocean	88%

A*RI ST TOP 20

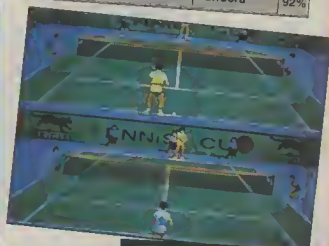
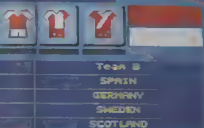
1	1	Rainbow Islands	Ocean	88%
2	-	Italy 1990	US Gold	79%
3	2	Italia 1990	Code Mstrs	28%
4	3	Midwinter	Rainbird	96%
5	-	Metrocross	US Gold	75%
6	6	Manchester Utd	Krysalls	93%
7	-	Grim Blood	Mastertron	56%
8	7	Captain Blood	Smash 16	75%
9	4	SAS Combat Sim	Code Mstrs	50%
10	11	Advanced Ski Sim	Code Mstrs	67%
11	8	Rock Star	Code Mstrs	80%
12	-	World Cup '90	Empire	88%
13	-	Greg Norman Golf	Gremiln	81%
14	-	World Cup Soccer	Virgin	80%
15	10	League Challenge	Atlantis	70%
16	-	Football Manager 2	Addictive	57%
17	-	Spy Vs Spy	First Star	87%
18	13	Warhead	MPH	85%
19	-	Tenns Cup	Loricels	85%
20	-	Xenomorph	Pandora	92%

It must be the World Cup that's induced seven soccer games in the top 20 commands rulee the roost for the third month, but where is Planet of the Robot Monsters?

PG'S TIP FOR THE TOP

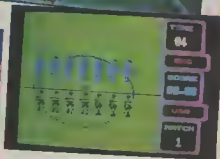
KICK OFF 2: Domerk's Klax conversion is superb, but I'd say Anco's revamped footy classic is a more likely candidate for next month's top spot.

CT DESIGN



SPECTRUM TOP 20

1	2	Italy 1990	US Gold	70%
2	1	Fantasy Dizzy	Encore	81%
3	-	Pro Boxing	Code Mstrs	79%
4	4	T I Dizzy	Code Mstrs	80%
5	-	Manchester Utd	Krysalls	85%
6	7	Buggy Boy	Encore	72%
7	10	Wonderboy	Hit Squad	60%
8	2	Paperboy	Encore	89%
9	5	Rock Star	Code Mstrs	79%
10	9	Yogi Great Escape	Hi Tec	80%
11	-	Football Champs	Cult	75%
12	-	Road Busters	Kixx	63%
13	-	Quatro Sports	Code Mstrs	77%
14	-	Vendetta	System 3	88%
15	3	Indy Temple Doom	Kixx	75%
16	13	Match Day	Hit Squad	80%
17	11	2 Plyr SuperLeague	Cult	80%
18	-	Ikari Warriors	Encore	81%
19	-	3D Snooker	Players	79%
20	15	Dragon's Lair	Encore	70%



It's the same story here as in the C64, Amiga and All Formale charts. US Gold's World Cup 1990 has gone straight to number one, kicking even the previously unsalable Fentlaey World Dizzy off his perch.

PG'S TIP FOR THE TOP

INTERNATIONAL 3D TENNIS: State of the art tennis action which should hit the big time once Wimbledon replaces the World Cup.

AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstrs	85
2	-	Pro Boxing	Code Mstrs	77
3	3	Indy Temple Doom	Kixx	77
4	2	Paperboy	Encore	85
5	-	Evening Star	Hewson	77
6	-	Jack the Nipper 2	Kixx	77
7	-	Road Blasters	Kixx	70
8	-	Manchester Utd	Krysalis	80
9	-	World Cup Soccer	Virgin	77
10	-	World Soccer	E&J	74
11	-	Football Champs	Cult	75
12	-	DT's Super Test	Hit Squad	86
13	5	Yogi Great Escape	Hi Tec	83
14	-	GB Super League	Cult	69
15	4	Rock Star	Code Mstrs	80
16	-	Overlander	Encore	77
17	-	Quatro Sports	Code Mstrs	70
18	11	Dragon's Lair	Encore	78
19	15	1943	Kixx	60
20	-	Italy 1990	US Gold	79



This is the only chart in which US Gold's Italy 1990 hasn't rocketed straight to the top, instead, Fantasy World Dizzy survives a fourth month at the number one slot. Surely it can't be there again next month?

PG'S TIP FOR THE TOP

LIVE AND LET DIE: Encore's recently released Bond game is a good budget buy. Expect to see that in the chart next month.



PC ENGINE TOP 5

PC ENGINE

The football bug hits the consoles too, and Formation Soccer boote Robo Kid off the top spot. PC Kid looks like it's going to be a perennial favourite, as does Chase HQ. This chart is supplied by Spectrosoft of Covent Garden (071 2401765).

MEGADRIVE

The remarkable Thunderforce III goes straight to number one replacing Final Bow. Whip Rush comes in over DJ Boy, and Super Shinobi hangs in there for another month.

MEGADRIVE TOP 5

1	-	Thunderforce III	94%
2	-	Whip Rush	69%
3	-	DJ Boy	90%
4	4	Super Shinobi	92%
5	-	Afterburner II	95%

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SUPER-TRUX ENCORE

What's big, well, and and weighs 30 tons? A truck. Well, you could always hurt it around nine European axes in order to win that most coveted of awards, the Supertrux Trophy. Just think racing around the streets of Europe and er, well, that's just about it really. As driving games go, this re-release is a tad behind the rest of the pack. Driving around is a bit simplistic (not no gear change?) and the graphics overall look a bit dull. However, if you are absolutely desperate for a racer, and you don't have the wonga to a full price game, you could do a heck of a lot worse than this. A week's 10.

SPECTRUM £2.99

Er, where's the sound, guys? Either I'm hard of hearing, or there is none! Apart from that, this falls into the "not too good, not too bad" category.

OVERALL 60%



C64 £2.99

Graphics are blocky city, sound is a feeble engine buzz, but apart from that, the same comments apply.

OVERALL 61%

AMSTRAO £2.99

More colorful than the other versions, but sound remains pretty poor. Again, the same comments apply.

OVERALL 61%

BOMB JACK ENCORE

This budget re-release of a criminally Teemo coin-op features a guy by the name of Jack, who has this thing about collecting bombs (funny fellow). Unfortunately these particular bombs that Jack's set his heart on have been planted by a bunch of aliens who want to blow up the Earth. So thinks Jack. I can collect some bombs and save the Earth at the same time. Brilliant? Erm, unfortunately no. The arcade original was no great shakes but these 16-bit conversions are absolute crud. Gameplay is limited and repetitive (just jump about, collect bombs and avoid nasties), graphics

ATARI ST £9.99

Exactly the same game in all respects. Absolute trash.

OVERALL 40%

are small, blocky and poorly defined; the backdrops range from bland to garish; and the sound will have you reaching

AMIGA £9.99

Alright! Y... here you're re...

OVERALL 40%

for the volume switch after a few seconds. Overall, this is something to steer well clear of.



QUESTION OF SPORT ENCORE

Question of Sport is another in Encore's long line of budget re-releases, this being a conversion of the popular TV sports quiz hosted by David "Remarkable" Coleman and Bill "Head-bull" Botham and Bill "Bill Beaumont" captain two guest teams through six rounds of quick-fire questions, with points being awarded for correct answers. Unfortunately



THUNDER CATS ENCORE

Gasps! Shock! Horror! The evil Mumm-Ra has kidnapped several members of the Thundercats team, and stolen the Eye of Thunder! Only you, Lion-O, possess the strength and courage to defeat Mumm-Ra and his many minions, save your friends and retrieve the Eye. Controlling Lion-O, you must battle your way to Castle

DOGET



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AMSTRAD

£2.99

No hum, pretty unimarkable stuff all round. You'd be better off watching the TV show

OVERALL 60%

ATARI ST

£9.99

The same game in every department, so the same criticisms apply here

OVERALL 65%

AMIGA

£9.99

A single combat move and repetitive play make this a pretty dull game. For avid fans only.

OVERALL 65%



RAD RAMP RACER MASTERTRONIC PLUS

Get on your wheels (BMX or skates) and gallop down to the skate park where you take on another dude (human or computer-controlled) to find out who's the baddest guy around. But you gotta make sure you're up to it, or you'll find yourself flat on the face and you'll look as cool as a month-old radish sandwich. Leap over obstacles, pull off fancy tricks, fall over, and generally make a berk of yourself. Actually, this game isn't half bad. The two-player option gives the game a boost, but even playing the computer is fun. Give it a go, and show 'em all how totally hip and rad you are.



C64

£2.99

More colourful and audible than its Speccy counterpart, and just as much fun.

OVERALL 79%

SPECTRUM

£2.99

Graphics are fairly monochromatic, sound is nice (if sparse), but the game is fun, and that's what counts, matey.

OVERALL 78%

Plunder and save the day. Well, battle isn't really the right word - more like run so far along a horizontally scrolling screen and either chop or fire at oncoming enemies. Inadequate weapons, lack of agility and merciless collision detection mean the bad guys get you first, and progress grinds to a halt. This becomes annoying in the extreme after numerous attempts and average graphics and sound don't help to improve matters any. A re-release that's definitely showing its age.

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UP D A T E



BLOOD MONEY PSYGNOSIS

If you thought Code Masters went overboard on their blarney, here's what Psygnosis have to say about this game: "Makes all the other games you've played seem prehistoric," it gushes. "Simply the best arcade game you've ever seen." They rave. Hmm, well, Blood Money is good, but not that good. It's a multi-weapon

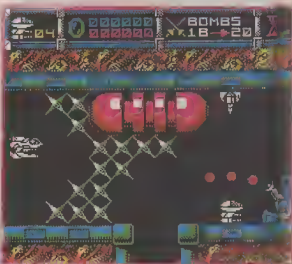
shoot 'em up which casts you and a friend (in two player mode) as heroic pilots chugging through the scrolling caverns of four planets. Naturally, the place is heaving with alien life forms just queuing up to become cannon fodder, and every one blasted leaves behind coins ("Blood Money", see?); for you to snap up and spend in any weapons shops you come across. It's nicely programmed and pretty good fun, especially in the highly competitive two-player mode

but there are better, similar games on the C64 scene, so Blood Money doesn't really live up to the promises on the packaging.

C64	
£9.99	
A decent, playable shoot 'em up but nothing to wet your pants over.	
OVERALL	79%

CECCO'S COLLECTION HEWSON

The Cecco of the title is none other than programmer extraordinaire Raffaele Cecco, and this compilation comprises four of his 8 bit hits, namely Exolon, Cybernoid, Cybernoid II and Stormlord. Exolon is a walk-along platform blast, which is stylishly done, but is a little lacking in the action department. Cybernoid is a great megablasty shoot 'em up with loads of extra weapons to col-



C64	
£12.99	
Ace C64 programmer Nick Jones handled the C64 conversions and made a damned good job of them. A terrific collection of some of the best arcade games on the machine.	
OVERALL	92%

SPECTRUM	
£12.99	
Cecco performed wonders in getting so much colour and action on a Spectrum screen. An outstanding compilation.	
OVERALL	90%

lect and aliens to blast, and funnily enough, so is Cybernoid II, but the sequel is quite a bit tougher, has even more weapons and more polished graphics. Stormlord is the only non sci-fi game, and stars a heavily armed dwarf who has to rescue faeries in an enjoyable scrolling-platform-puzzle-solving scenario.

AMSTRAD	
£12.99	
Very similar to the Spectrum version, but even more colourful. Great stuff.	
OVERALL	91%

F-29 RETALIATOR OCEAN

Ocean's much-vaunted future flight simulation finally makes it to the ST - and was it worth the wait? Um, we-e-ell! Neatly. You'll be glad to hear that the 3D graphics are as spectacular as they were on the Amiga (and the introductory screens are just as rough - what an ugly pilot!), but judging by the clumsy presentation and bizarre gameplay idiosyncrasies it seems the game was rushed through the final stages of production. By idiosyncrasies I mean enemy planes destroying you three seconds into the mission (ba-



fore you've even taken off!), particularly delicate landing gear and wheel brakes and very vague collision detection (fly within 20 feet of a structure and you're dead). The manuals and presentation screens are woefully inadequate and compare badly with the likes of LHX Attack Chopper or any recent Microprose flight sims.



TURRICAN RAINBOW ARTS

Get this. A demon with three heads is giving everybody bad dreams, so you have to get down to his place and use a vast array of laser armament to "persuade" him to take the next bus out of town. Alas, being a security conscious sort of demon he's surrounded his gaff with all sorts of monstrous guardians and spiky platforms which can do you no end of damage, even with your heavy-duty armour on.

AMIGA
£24.99

A treat of blasting mayhem from the makers of Demaris.

OVERALL 94%

The massive amount of firepower at your disposal makes this a terrifically satisfying blast, and what makes it even better are the game's great graphics and music - the sample-packed title track is particularly impressive. Like I said, gal! this

KLAX DOMARK

Connecting lines of coloured tiles is the idea behind Domark's conversion of the Tengen puzzler con-op.

AMSTRAD
£9.99

A superb conversion of the arcade puzzle game that rivals Tetris for sheer addictiveness.

OVERALL 91%



The tiles roll out of the screen at increasing speed on a conveyor belt and the idea is to catch them on a block at the end of the belt then drop them into a grid to make patterns of like coloured blocks. The more exotic your pattern,



the more points you score, and making certain patterns on certain levels earns you bonus points or level perks. When it comes down to it, it's a pretty simple arcade game and the Amstrad version recreates the feel of the arcade

game brilliantly (the only thing missing is the arcade game's two-player mode). The display is colourful and the jingles are lively. If you thought puzzle games were dull Klax could be the one that changes your mind.

UNREAL

Eons ago, the mighty Sleeper sent his faithful servant Frigor to bring life to a new world, the planet Unreal. Taking with him life-giving eggs, the four elements of earth, air, fire and water and two powerful guardians, Frigor travelled to the lifeless world, but upon landing, his ship was destroyed when it collided with a massive comet. The resulting explosion scattered his cargo across the face of the planet, and the guardians, without Frigor's supervision, began fighting for control. Before long they were soon powerful enough to transform themselves into the very elements Frigor had brought with him. However, one of the eggs, having escaped the attentions of the guardians, came to rest in a peaceful valley and hatched into a copper dragon.

Years later, the dragon came across a young couple, Artaban and Isolde, who befriended him. The dragon visited them on many occasions, but one day, he failed to arrive. Isolde, in her

BY UBISOFT

anxiety, called for the dragon from the highest hill, so loud as to catch the attention of a servant of the Supreme Guardian, who captured her and took her to the Lord of Darkness. The evil one, captivated by her beauty, offered her a choice, marry him, or he would destroy the valley Isolde agreed to the marriage if only to save her people.

The copper dragon came to hear of this, and at once told Artaban. The dragon, feeling responsible, swore to

help defeat the dark lord, so Artaban and the dragon set out to destroy the four elements giving evil its power, and find the 'changing blade', a magical sword that recharged with crystals from the comet, and rescue Isolde from a fate worse than death.

UPDATE

The game makes heavy use of the Amiga's specialised graphics and sound hardware so Ubisoft aren't planning to release versions for any other machines.

▼ While the dragon dodges dinosaurs.

Artaban fends off monsters with his fiery blade.



AMIGA
£24.99

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RT SWAN

PHICS 81%
UND 80%
LUE 70%
YABILITY 68%

OVERALL 73%



▲ Don't go too close to that flower, Venus!



BY GREMLIN

VENUS

**C+VG
HIT!**

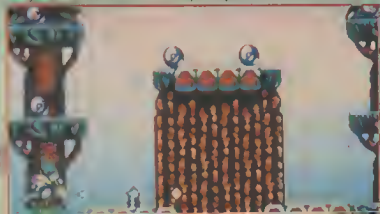
Well, mankind's really gone and screwed up this time. Through overuse of industrial pesticides and chemicals, they've only gone and killed off the Earth's entire insect population, thereby throwing the planet's ecology into complete and utter chaos.

To try to redress the balance, man tried to create his own species on insects, but

somewhere along the line, a mutant virus got into the DNA makeup, resulting not in a new breed of small, harmless bugs, but a species of rogue killers. Now, though, the bol-fins reckon they've got it right, and they've created a super-fly, codenamed Venus, which is capable of seeking out and eliminating all of the mutants.

This is where you come in, guiding Venus through 10 different horizontally scrolling worlds, each consisting of five levels, and all played against the clock. Venus has a built-in energy cannon, capable of 6 types of shot, ranging from a wimpy standard pea shooter to a juicy 4-way megablast! Thing is, you don't have it all your own way because energy is depleted by contact with an enemy in-

▼ Hey! A secret treasure room! Get all the power-ups!





▲ Bless the bugs in the P-47-like bonus stage



sector or laser bolt, and when the bar reaches zero, bang goes one of your three lives.

There are five types of icon scattered around, such as gravity reversal, which flips the fly upside down and reverses joystick controls, lime loss, super jump, continuous jump, and stunt, which stops Venus jumping altogether. Larger insects drop power-ups, that, when shot, give things like extra lives, energy boosters, shields, and the like. At all five levels are completed, you move onto a bonus level, giving you the chance to boost your firepower and reclaim much-needed energy.

AMIGA
£19.99
<i>Virtually the same as the ST version (no bad thing by any means), but with beefed-up sound, and some smooth HAM backgrounds for the same price. Again, an absolute must.</i>
OVERALL 94%

ST
£19.99

Bzzzz! This game is brilliant! A game about insects doesn't sound like a whole lot of fun, and I expect Trap with some repulsion. But I can safely say that this is one of the best 16-bit blasters going. The graphics are large, bright, colourful, well defined and fit in to the game perfectly, and the tune that plays along is one of the best I've heard on the ST, and really suits the game. Control of the fly is simple enough, but when the joystick controls get reversed, the stuff really hits the fan. The bonus level bears a remarkable resemblance to P-47, but after blasting away like nobody's business and amassing yourself a bulging armoury of weapons, you feel hard enough to take on the world, never mind the next level. The terrific visuals, the super-tough armament and the possibility of finding hidden bonus screens at any moment will have you glued to your screen longer than that mouldy blue-bottle's been glued to the typewriter hanging in the lobby.

ROBERT SWAN

GRAPHICS	94%
SOUND	95%
VALUE	90%
PLAYABILITY	93%
OVERALL	94%

UPDATE

Sorry, all you 8-bit owners, but because Venus takes advantage of the 16-bit machines' graphics and memory, there will be no version for your machines.





ADIDAS CHAMPIONSHIP FOOTBALL

▲ England one down against the Yugoslavs! What is the world coming to?

BY OCEAN

Adidas, those renowned suppliers of replica soccer kits, have lent their name to this Ocean's latest excursion into the world of championship football. You select one of 24 teams representing the best footballing nations from around the world and guide them through each successive round, attempting to get to the finals and become Adidas World Champions.

After selecting a team and watching the draw, you can check match results so far, select the length of the match and player formation. Click on the boots icon and you move on the match itself.

The match itself is played from a top down view (much

like Microprose Soccer), and the ref gives his decisions from a window at the bottom of the screen, where shot power, the scores and time are also displayed. Building up power for a shot is a case of holding the fire button down (so the power bar goes

▼ Choose your team

up) and running into the ball. Once a match is over, you move back to the options screen for results on the other matches, and so it goes on, until you are either knocked out, or win the Adidas World Championship Trophy.



UPDATE

Adidas Championship Football should be out on the Amstrad, Spectrum, Atari ST and Amiga as you read this.

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▲ Flippin' tough - and this is just a training level!

There was once a mighty warrior by the name of Hercules, who was the offspring of Zeus himself, lord of all the Graek gods. He was given twelve tasks to perform to prove his worth. Now, many years hence, his daughter Yolanda has been cursed by the death goddess Hera to be shunned by all mankind. To lift the curse she must re-enact the twelve tasks of Hercules, and that's where you come in.

Controlling Yolanda, you must pump around fifty levels of relentless action, climbing vines, jumping on platforms and avoiding demons and beasts to reach a portal at the end. Once the portal is entered, you move on to another level.

BY MILLENNIUM

YOLANDA



▲ Nearly there now!



UPDATE

All you Amiga owners with a taste for driving yourself mad can do so right now, and for the same price.

COMIC HEROES SPECIAL ISSUE!

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► **AMIGA**

BY OCEAN

MIDNIGHT RESISTANCE

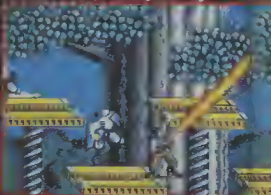
The time: the future. The place: Earth, weak and unprotected. The situation: the evil King Crimson, despotic despot and one-time ruler of our world, has returned, not to spread peace and love, but to conquer, crush and generally make a nuisance of himself. He uses telepathy to hold sway over a massive bio-mechanical army, with which he has levelled most of Earth's major cities, and a few not-so-major ones just for good measure.

However, a few brave souls have stood up to the menace, forming the Midnight Resistance, but one by one they have been cut down, shot and blown away by Crim-

▼ *Arid on the conveyor belt tonight...*



▼ *A flame thrower is just the thing for torching robo-warrior.*



▼ *Why walk to the bunker when you can ride?*



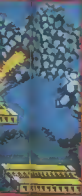
son's relentless forces (everybody still with me?)

Two brothers have managed to survive this onslaught, and have headed north to face and defeat the onrushing cyborg armies. What all this really means is one heck of an excuse for some serious shootin' fun, with one or two players running and leaping along nine levels of horizontal and vertical scrolling action, blasting the bad guys and collecting the keys that they drop. At the end of each level these can be traded in for more health, bigger and better weapons and more ammo, before moving on to confront the next band of death-dealing psychos, and eventually the chief scumbag, King Crimson.

NIGHT TANCE

warrior

▼ Good thing you can fire backwards in these crawlwars.



▼ Nuke the armoured car at the end of stage one.



UPDATE

Midnight Resistance will be blasting onto the ST at £19.99, C64, Spectrum and Amstrad at £9.99 pretty soon. Keep your eyes on the Updates section for further developments.

• A •
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P L Y
O

COMPETITION RESULTS

If you entered a competition in the June issue of C+VG, you may find this most interesting page in the whole of the mag. If not you may find it pretty dull reading, and would probably be better off turning the page and reading Arcade Action.

Megacomp claims are still coming in, so if you haven't received your prize yet don't worry because you're still being processed (urgh!).

HOTLINE ONE - WIN A MEGADRIVE

TREVOR STEVENS of BASINGSTOKE was the first one to get his postcard yanked out of the sack, so he'll be receiving a super, sexy, soaraway Sega Megadrive in the post dead soon. Nice one, Trev!

HOTLINE TWO - WIN A LYNX

Who gets this portable packet of fun and japes? Why, it's ADAM MOLONEY of ALNWICK. Hooray, and stuff!

HOTLINE THREE - WIN A PC ENGINE

A teeny-weeny console is currently winging its way to MICHAEL SAMS, who resides in KIDDERMINSTER. Have fun Michael!

HOTLINE FOUR - WIN AN F15 FIGHTER BOMBER

Digital Integration were giving away five copies each of the ST, Amiga and brand new C64 versions of their ace flight sim, F15 Combat Pilot, as well as a stack of

T-shirts and other gear. The lucky 15 entrants are:

THOMAS MACVITIE, KIRCUDBRIGHT; LEONARD COLLINS, CHATHAM; TERRY DAWSON, POOLE; LESLIE WHITEHEAD, FAVERSHAM; STEVEN WALKER, BRIGHTON; ED HALL, CARLISLE; T WORD, PENRITH; PHIL ROGERS, TORQUAY; DOMINIC FOX, CLAPHAM; P C ROBERTS, GATESHEAD; LINDA KENNEDY, LYTHAM ST ANNES; EMMA MACDONALD, TONBRIDGE; MARK HUDSPITH, BRIDGNORTH; PHILIP JOHNSON, STEBBING; JIM POWELL, SOUTH-
END.

WHEN IT COMES TO BLOWING OFF COMP

Rainbow Arts were prepared to part with the artwork for their fab game, Turrican, and the person who they'll be sending it to is PAUL RILEY of BOUNDS GREEN.

THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Gancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

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SMA S





From the makers of NARC comes one of the best arcade games I've played in years. **Smash TV** is a simple idea based around the old Robotron 2084 theme.

One or two players take the roles of contestants in a futuristic game show, and the name of the game is survival. Two joysticks are used to control your man, one to move him, and one to fire his powerful machine gun in any direction. Each level is set in a different TV studio. Baddies pour out of doors at the edge of the screen and instantly attack. You've simply got to waste them all (with the help of amazingly powerful extra weapons if you can pick them up) and move onto the next screen.

At first the sheer number of baddies seems over-

whelming, with literally hundreds of baseball bat-wielding men running after you at the same time, but once you get used to the controls you find yourself running through crowds blasting all and sundry - carnage city!

As you progress through the game the baddies get more and more aggressive, and eventually you have to tackle waves of android buffaloes, laser spitting noddroids, tanks, exploding soldiers and hundreds of snakes which pour out of mouths at the top of the screen. There are also four giant Studio Guardians to defeat, and they're amongst the toughest characters I've met in any video game!

Smash TV is simply brilliant. The straightforward objective coupled with ex-

cellent graphics, tough, but amazingly addictive action, and some superb touches like the game show host who pops up every few screens and says amusing comments like "I'd buy that for a dollar!" makes this one of the most potent coin-gobblers I've ever played. Grab a handful of cash and seek this one out as quickly as possible.

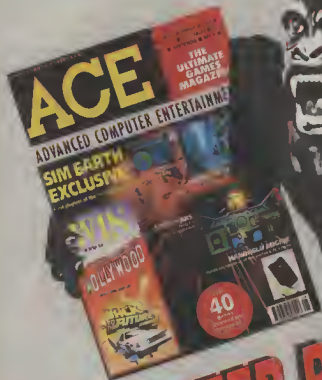
JULIAN RIGNALL

GRAPHICS	92%
SOUND	92%
VALUE	93%
PLAYABILITY	97%
OVERALL	96%

SH TV



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WHAT'S HAPPENING:

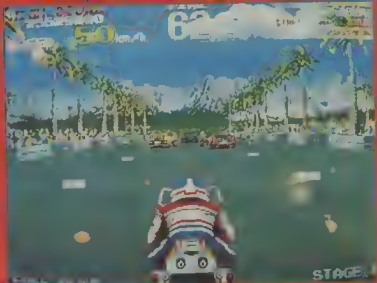
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RACING HERO

Sega's newest addition to their vast range of 3D coin-ops is *Racing Hero*, a cross between *Super Hang-On* and *Outrun*. The object is very simple - ride your powerful racing bike down a traffic-packed road and reach the next checkpoint within the allotted time limit, whereupon you can choose which track you'd like to tackle next from a choice of two.

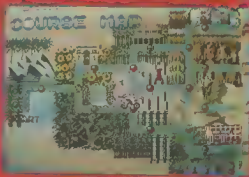
At each checkpoint there is a similar choice of two tracks, eventually leading to four separate finish posts.

The graphics, as you'd expect from Sega, are excellent. Each track has its own international theme, with, for example, cottages and buses on the English track, and the house of Parliament on the English track, and deserts and Pyramids in Egypt.

Being a motorbike freak, I thoroughly enjoyed playing *Racing Hero*. The bike is highly flickable, and racing down the twisting roads between cars and lorries is adrenaline-surging stuff. Check it out if you're a speed demon.

JULIAN RIGNALL

GRAPHICS	94%
SOUND	91%
VALUE	90%
PLAYABILITY	95%
OVERALL	92%



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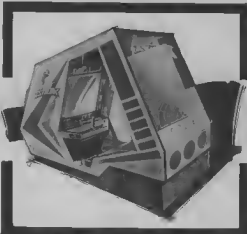


► ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, where joystick jockeys display their record scores. If you're a coin-op superster, don't just sit there - send in your achievements and let everyone know just how good you are! To bring yourself instant fame and fortune, send your highscores to C+VG ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

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1 019 750 Duncan McNally, Bolton, Gtr Manchester
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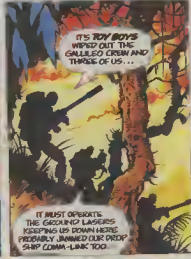
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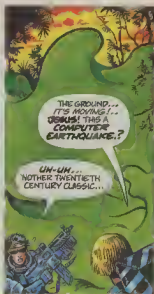
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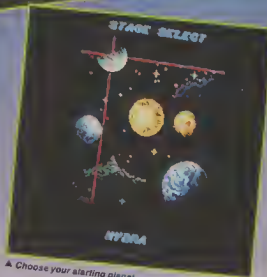
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► MEGADRIVE

MEAN MACHINES

▼ Stay away from the claw!



▲ Choose your starting planet.



▲ The mini sun fish is a formidable foe

THUNDER

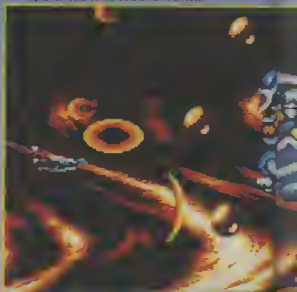
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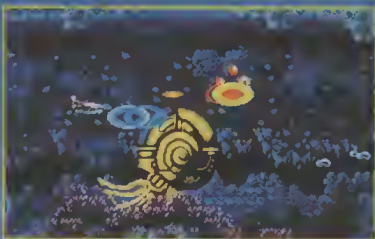
Life as a Thunderforce pilot is a busy one. Fresh back from your alien-destroying exploits in Thunderforce II, you're told that there's trouble at Myll, a six-planet system on the Eastern spiral arm of our galaxy, and it's your job

to sort it out. Pausing only to fit some new weapons system onto your battle-damaged Thunderforce fighter, off you go to war.

The battle is waged over six different planets, represented by ex, long horizon-

▼ This planet features incredible flame affects.





▲ The neutilus shell is impenetrable

THUNDERFORCE III

lally scrolling levels. Each one is populated by a variety of loony aliens all hell bent on your destruction, and there's the usual whopper end-of-level baddie to blow up.

Supply craft occasionally fly by, and if destroyed, they add a useful extra weapon to your armament of forward

and rear-firing lasers, such as beam lasers, homing missiles and a pair of two drones

which spin around your ship and protect it to a certain extent.

So now you know the score - go in there and kick ass.

**C+VG
HIT!**



▲ One Thunderforce fighter, ready for launch.

MEGADRIVE

£36.00

I'm a great fan of Thunderforce II and have been waiting for this sequel with much anticipation, is it as good as its predecessor? You bet your boots, matey! The graphics are simply stunning, with superb parallel scrolling backdrops (the incredible flame effect on planet two has to be seen to be believed), fleets of amazing alien craft to blast and some of the best end-of-level baddies seen in ages, especially the fire-breathing robo-Godzilla, which caused much eyeball-popping around the office. As well as a looking great, it sounds great too, with an ear-pumping array of cracks, crunches and explosions enhancing the action perfectly. This audio/visual feast wouldn't be worth anything if the gameplay was poor, but thankfully Thunderforce III has it in abundance. Six planets might not sound much, but they're tough and completing them all takes plenty of practice. And even if you do manage to finish the game, there are three more difficulty levels to maintain the challenge. Thunderforce III is the state of the art in shoot 'em up technology and is easily one of the best console games yet seen.

JULIAN RIGNALL

GRAPHICS	96%
SOUND	94%
VALUE	90%
PLAYABILITY	96%
OVERALL	95%

SEGA

Ch 28

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6288

MEAN MACHINES

AERIAL ASSAULT

BY SEGA

Now the doc-doo's really hit the fan. A mysterious marauding military militia (phew!) has launched a devastating attack on your homeland, destroying all but

one of your nation's top hi-tech fighter aircraft. You, being the coolest pilot around (so cool that Tom Cruise looks like a wet halibut in comparison), must fly this amazing beast into the heart of the enemy's defences, and

blow the crap out of everything in sight!

Flying from left to right along horizontally scrolling landscapes, you destroy enemy aircraft and ground bunkers and knock out spinning jets, which leave behind a myriad of power ups, including three, five and seven-way fire bombs, shotguns, bombs, extra lives and the like.

Reach the end of the level, and a big, nasty-looking end-of-level transport will do its utmost to blow you out of the sky before you do the same to it. Destroy it, and you move on to the next level to face even more death-dealing disasters and dish out more devastating destruction (try saying that after a few pints of Old Scrote's Best Brew).

SEGA
£24.99

Another horizontally scrolling shoot-em-up? Well, actually, this is no bad thing, as the Sega is surprisingly short of games of this ilk and *Aerial Assault* fills the gap rather well. Bearing a remarkable resemblance to *P-47* in many respects (the second sunest level is a very similar, *Aerial Assault* looks at first to be a rather neat clone, but behind the small, peculiar-looking graphics and annoying tune lies a game of surprising addictiveness, something that few blast-em games seem to achieve. The difficulty seems to be set just right, so experienced and novice blasters alike can dive straight into the action. Thankfully, losing a life (and therefore losing all the extra weapons you've picked up) doesn't necessarily mean 'game over', as building up firepower again is not as arduous a task as with many similar games. If you liked *P-47*, and want an enjoyable blast on your Sega, you could do a whole lot worse than take a look at this. Recommended.

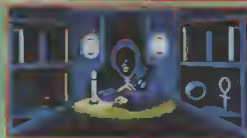
ROBERT SWAN

GRAPHICS	70%
SOUND	62%
VALUE	80%
PLAYABILITY	84%
OVERALL	83%



► SEGA

MEAN MACHINES



BY SEGA/ORIGIN

Once again, you have been mysteriously summoned to the realm of Britannia this time to follow the Quest for the Avalar, a search for a new vision and

way of life, which will lead the people of Britannia from the Age of Darkness into the Age of Light. In order to do this you must become enlightened in all of the Eight Virtues of the Avalar, which are buried deep in the hearts of



Thou art sworn to protect thy lord at any cost, yet thou know he hath committed a crime. Authorities ask thee of the affair. ◊

▲ Choose your answer, and set your character's attributes.

ULTIMA





▲ What dangers lurk at Ye Hot Dogge Stand?

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the people and lands of Brannia

If folk you come across are on a level with your beliefs, you can ask them to join your party of up to eight adventurers. These brave souls will be loyal to you as long as long as you keep to your beliefs, but betray them, and

these Free Companions will leave you to your fate alone. Buying and trading is possible in one of Brannia's many towns, as well as allying in inns (a lot less hazardous than sleeping under the stars, open to all sorts of attacks). You can also cast spells, if you have the right

ingredients, but these have to be mixed together first before the spell can be cast.

All of Brannia, it's inhabitants and towns are stored on a four-megabit cartridge, with battery-backed RAM so you can save your party to the cart at any time, and believe me, you'll need it.

▼ Hmm. You could be in for a good time here.



**C+VG
HIT!**

**SEGA
£39.99**

I was expecting it to be so much more than a Sega title, but for the first time in years I've been so impressed by the graphics and the story. The story is so good, you're hooked from the first moment you see it. The story is so good, you're hooked from the first moment you see it. The story is so good, you're hooked from the first moment you see it.

ROBERT SWAN

GRAPHICS	80%
SOUND	78%
VALUE	79%
PLAYABILITY	89%
OVERALL	86%

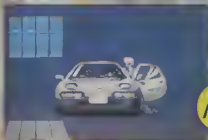


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CLOSING DATE is August 20th 1990 and Judges decision will be final! Don't forget that Sega is pronounced 'SEYGA'. More info is available from Virgin on 071 727 8070. Ask for the Beast!

ALL STYLES of music are welcome. This comp is NOT open to any employee or associate of Virgin Mastertronic so there!

GO ON...DO YOURSELF A FAVOUR!

FROM

Virgin



PREVIEW

FORMULA 1 3D SIMULMONDO



This driving game from Italy bears more than a passing resemblance to Namco's Winning Run coin-op, don't you think? But of course that's no bad thing. It's a 3D polygon-based racer looking rather interesting, and if it turns out to play as good as it looks, Simulmondo could have a real winner on their hands. What with a five-

speed gearbox, all the Formula 1 cars and drivers reproduced in full detail and a driver's-eye perspective, Formula 1 3D could take the checkered flag. As soon as we get in the driver's seat, we'll be revving it up and taking it for a road-test.

RELEASE: ST AMIGA PC C64, OCTOBER
PRICES: TBA

Hansa New: 1 ship Millions: 2.5



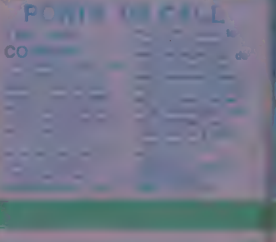
Hansa New: 8 ships Millions: 4.5



OOPS-UP DEMON- WARE/SOFT- WARE BUSI- NESS

Ooops, upside ya head, I said, oops, upside ya head. Sorry, where were we? Oh, yeah. This Ooops-Up looks disturbingly similar to Mit-

chell's coin-op, Pang, in which this small bloke is stuck in a room with all these bubbles. Using his weapon (her har), he's got to burst them all, but once a big bubble is burst, it splits into two smaller ones, then four and so on. Bit like "Asteroide meets Bubble Bobble", really! Anyway, the coin-op was one big bundle of fun, and if this



MAGIC FLY

ELECTRONIC ARTS

According to EA's press bumph, Magic Fly is the ultimate confined-space fighter of the future. All spacecraft will bear a chilling resemblance to present-day insects,

with the player as a member of the Magic Fly Squadron, part of an elite force policing the edges of the known universe. What this really means is 3D solid vector graphics blow-away time, with 30 different alien craft to blast

out of the stars, networks of underground tunnels, and 10 different weepone at your disposal. Well, if that isn't a recipe for some out-and-out blasting, John Craven is the funniest man on the telly.

RELEASE: AMIGA ST, AUGUST
PRICE: £24.99

version comes any where near it, it should be pretty flamin' good. Oh, and in case you're wondering why it's called Ooze Up, it's because it has a sampled version of the bouncy Snap! single.

RELEASE: AMIGA TBA, OTHER VERSIONS PLANNED
PRICE: AMIGA £24.95



MR DO! RUN RUN

ELECTROCOIN

Phew! This is going back some years! Mr Do!, for all those who don't know, was a clown who featured in four rip-snortingly frantic coin-ops (the first was an absolute screamer!), each getting more and more wacky along the way. Now Electrocoin are releasing the fourth, and

probably the most chaotic in the series, and from the look of things from this ST screenshot, it should be a bundle of laughs all round. As soon as we get our paws on it, we'll give you the low-down.

RELEASE: AMIGA ST, JULY
PRICES: £14.99



ALEX KIDD IN SHINOBI WORLD

SEGA

You want violence? You want platforms? You want cute (yecch)? Well, watch out for Alex Kidd's latest adventure, a combination of jumpy platform action and chop-socky ninjitsu action in which the eponymous Sega hero, him with the large ear 'oles,

has to journey around, kicking, punching and chopping loads of bad guys and collecting loads of power-ups. This Shinobi-mickey-lake is bound to be a load of laffs, so watch for a review real soon.

RELEASE: SEGA, AUGUST
PRICE: TBA (PROBABLY £29.99)





homs microe and the Sege Master System as well (geep)! Like its predecessor, it's an on-the-road, in-the-air blast starring a flying battle-car. It looks marvelous, as you can probably tell from the screenshot, and from what Paul Gieney saw while visiting Titus' Paris offices a few

months back, it should be good fun to play too. **RELEASE:** AMIGA ST PC C64 SPECTRUM AMSTRAD SEGA, **END OF SEPT** **PRICE:** AMIGA ST £24.99, SPECTRUM C64 AMSTRAD £9.99 CASS £14.99 DISK, SEGA TBA

SPECIAL CRIMINAL INVESTIGATIONS

OCEAN

nyone who's been in an arcade of late will probably clapped eye on this, the sequel that well-loved cops robbers racer, Chase H.Q. This time round, though, the guys have the ability to lean out of the car and blast the vil-

lains with all sorts of weapons (yesh, this is what we want!). Ocean have called in Turbo Out Run conversion house Probe Software to program the C64 version, and the other Out Run conversion house, ICE, to produce the other versions. What we've seen of the Amiga version

(pictured) looks pretty decent, and the graphics look true to the arcade original. But there's still a lot of work to be done, so don't hold your breath (well, you can, but you'd better have pretty big lungs). **ST AMIGA 8 BIT VERSIONS, END OF AUGUST** **AMIGA £24.99, ST £19.99, 8 BITS £9.99**



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Screen shots from various formats.

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